





Map of the Empire of Askrgan.
As supplied to the Divint Emperor Journ
in the 26 Year of his scien.



ROKUGAIL

RICH WULF, SHAWN CARMAN, AND SETH MASON

EDITOR.

D.J. TRINDLE

ADDITIONAL EDITING:

KEVIN MILLARD

Jim pinto

DAVID WILLIAMS

PRIK YAPLE

CREATIVE DIRECTOR:

MARK LELFO

ART PIRECTOR

jim pinto

GRAPHIC DESIGNER:

STEVE HOUGH

COVER ARTIST

beet

INTERIOR ARTISTS:

CRIS DORNAUS CARL FRANK

WILLIAM O'CONNOR

BEN PECK

LOIN VAZQUEZ

CARTOGRAPHER:

ROBERT LES

INDEXES!

JANTUE SELLERS.

TYPESETTER:

BRENDON GOODYBAR

BUSINESS MANAGER:

MAUREEN YATES

BRAND MARAGER!

RAYMOND LAH

PRODUCTION MARKAGER:

MARY VALLES

PLAYTESTERS: RYAN CARMAN, ROBERT DAKE, MATTHEW SCHENCE, CYNTHEA STEWARD, JACOBE CALLAHAM, JED CARLETON, JACOB CHEATELAM, CHUIS LESINERY, FAUL MIADOR, DAN MORNSTER, SCOTT M. CUDY, AARON MODWIS, MULIABL MORRES, DANIEL PANDRE, JOSHUA SLOWICK, ROBERT SEALIDING.

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NOITOUCTION

Nimuro's chest heaved. He could feel the trickle of warm fluid down his shoulder, and he knew it for his own blood. The no-dach! — the great sword passed down by his ancestors — weighed heavily in his hands. After hours of hattle against the Ivagan Clan, he was rehausted beyond measure. His triston was beginning to blue. His knees could barely support his thick body and heavy, baltle-scarred armor. All around him the ashigary and bushi clashed with one another in a cacophony of steel upon steel, marked only by the screams of the wounded.

This was Jigoku. This was hell. Never had he seen a battle so fierce, so bloods.

This was what Ninture lived for

A chazed shrick echoed from one side and Nimuro turned to see a group of six spearmen charging his position, weapons atmed at his heart. As a trained summar of the Lion Clan, Nimuro was the most powerful weapon in his army. His defeat could win or lose the day. Though these peasants outnumbered him six to one, they would be fortunate if they survived.

The Fortunes favored Nimuro.

In a single moment, the exhaustion departed his body and he embraced the Void. His blads heapt through the air. A print, a half turn, and Nimuro stead twelve feet away, holding his no-darhi in one hand, extended to his left and behind, perfectly level with his shoulders. The long mane of his helm had burely been disturbed by his situden movement.

A patter like raindrops schood in his path as the blood of the peacents struck the earth. A clatter of broken weapons and fallen bodies replied a moment later. They did not have time to scream. Such was the skill of the Lion.

"Livni" screamed a voice from across the battlefield, and Nimuro turned, ever narrowed.

The chaos parted. Even soldiers in mortal conflict struggled to escape the path of this new arrival. Minute saw that this man was also sumares, his equal, a tall man, wearing an emerald skiri of lacquered armor and a great helm shaped like a scowling dragon's maw. His chest and arms were bare, painted with swirling tattoos of smoke and flame. He held a sword in each hand, both pointed at Matsu Nimuro.

"Lion!" he shouted again. "I am Mirumoto Itika, Cuardian of the Shrine of the Dragon Champion. The heart of Isomo Taigen pulsed its last upon my blades. My ancestors humiliated yours in the Battle of the Great Climb. Only your death shall patisfy my need to prove my excellence!"

"I am Malsu Nimuro," the Icon roused in reply. "Ceneral of the armies you see before you! I am the Golden Lion of Tashi Ranbo, and if you are so proud of your ancestors perhaps you can give them my regards when I send your soul to meet them!"

The Dragon modded, face expressionless behind his iron mask. The Lton raised his no-dachi in salute. The Dragon bowed.

The two armies paused, both eager to see the outcome of this duel. This was figured. This was hell.

This was Jigoku. This was hell. This was what Nimuro lived for.

WELCOME TO ROKUGAR

Legend of the Pite Ringsth is a game which takes place in the Empire of Rokugan. The players take on the roles of heroic samural, mystetious shugenja, enlightened monks, cumning ninja, and wily courtiers. It is a land of heroic conflict on an epit scale as well as deep political intrigue. A samurai's life

depends not only on his skill with his blade, but on the depth of his honor. A misspoken word can slay a bushi as quickly as an assassin's blade in the Emperor's court, and the horrors of the Shadowlands wait eternally to corrupt the unwary.

It is a land where honor is as sharp as steel.

WHAT IS LEGERD OF THE FIVE RINGS?

Legend of the Five Rings began as a collectible card game in 1995. The game told the great saga of the Clan War, a tale of betrayal, heroism, and ultimate triumph. Unlike other eard games that emerged at the time, however, this one had a twist. The players could affect the outcome of the storyline through their actions in the game. To many, Legend of the Five Rings was as much a role-playing game as a card game, albeit on a grander scale, and a role-playing game seemed to be the natural outcome.

In 1997, the first edition of the Legard of the Five Rings Role-Playing Game™ was introduced. The game retold the tale of the Clan War, this time allowing players to take a personal role in

the Empire they knew and loved.

Over six years after its debut, Legend of the Five Rings is still growing, and going strong. With a collectible card game, a role-playing game, and a miniatures game to its name it seemed only natural to expand into the wildly popular d20 System, What you hold in your hands is the result of this latest effort Rokugan, the d20 Companion to Legend of the Five Rings.

You will need a copy of the Dungeons and Dragons^a Player's Handbook^{as} and Dungson Master's Guide^{as} to use this product. The two companion volumes to this book, Magar of Rokugan^{as} and Greatures of Rokugan^{as} may come in useful, but are not

enrirely necessary.

USING THIS BOOK WITH OPIENTAL ADVENTURES

The Oriental Adventures courcebook presents a view of Rokugan compatible with most Dungeons and Dragons campaign settings, ready to be dropped in at a moment's notice. While this volume is compatible with Oriental Adventures, it is in a number of ways a more exclusive view of Rokugan as presented in the Legend of the Five Rings card game, role-playing game, and the Clan War miniatures game.

This book takes advantage of a number of variant rules to project a more intricately detailed version of Rokugan as a complete campaign setting. While this means that it may take a bit more effort to adjust your own setting to accommodate the Empire, the end result should be very rewarding.

WHY "THE FIVE RINGS"?

The Book of Five Rings is a collection of observations on swordsmanship and philosophy (more accurately, swordsmanship as philosophy) written in Japan by the samural Miyamoro Musashi to the year 1643. He was a ronin — a masterless samural who stood undefeated after years of wandering and dueling. The book is divided into five "rings" named after the traditional Japanese elements — fire, earth, water, air, and

The life and writings of Miyamoro Musashi exemplify the world of Rokugan in a variety of ways, and the game was therefore named in honor of his most famous writings





ben creating a Legend of the Five Rings characten one's choice of clap or faction is extremely important. A human character may hail from any of the Great Character and the control of the Character and the Char

Class, the Imperial Families, or the Minor Class, or he may be rough and belong to no than, A human only also choose a family from within his faction. A Naga character has a choice of several different Bloodlines from which he may originate, and a Nezumi character has a choice of several different tribes. The following section describes all of these groups in detail

Membership in a family (for human chamorers) grants a humber of benefits.

Favored Class: The character's favored class is determined by his family. This invoid class supersedes the ones listed in Oriental Adventures:

Starting Honor: The suggested starting Honor for a member of this group. A starting character may vary from this mean by plus or minus one Honor rank, and afterward their Honor is accumulated or penalized normally. (See Honor.)

Class Skill: Each family, Blooding and Tribe adds at least one class skill to the characters skill hat, if the character has at least one character class for which this bonus class skill is already a class skill, he gains a +1 bonus to checks for that skill instead.

Starting Outfit: This is equipment gained in addition to the normal starting gold for a new character. Unwanted equipment can be sold during character treation for half the market price.

Characters may choose (with DM approval) to be without any faction whatshever. Human characters with no (action are either helmin, etc., or barbarians. Such characters germone of the above benefits, and in fact face a number of problems in the strictly regimented social system of Rokugan. The DM may disallow factionless characters.

Maga, have Bloodlines, and Neaumt have telbes, that present them with a variety of raufal abilities and advantages. They also gain statting outlife depending on their selection. Nexual characters may state without a tribe, but Naga must choose a Bloodline at character creation.

THE CRAB



Current Daimyo: Hida Kuroda (Male Samural 10)

To the southwest of Rokugan lie the Shadowlands, a domain of evil created by the Fallen Kami, Fu Leng. So monotrous are the Shadowlands inhabitants that the Erah Clan has dedicated itself to defending

the Empire against them. The Grab are the followers of Hida, the strongest of Hantei's siblings. They have held the border for centuries, and only once have they ever given ground. The great Kain, or that penter, Wall stands at the edge of the Crab lands, a monumental symbol that the Crab will notifalter again.

Though other class consider Grab to be curt and abrealve, their apparent rudaness is merely a product of their executal war. There is little time for subtlety on the Wall. Crab are accustomed to dealing with one another directly, and have no patience for those who do not display the same courtesy. Crab have a quick temper and a rancous sense of humor many Rokugani find disturbing. The refined courts have no understanding of the Crab mentality, and consider most Crab to be mildly insure. The Crab care little for what others think, so long as their opinions do not interfere with the class duty at the Wall.

Currently, the Crab are having difficult times. Three of their most influential daintyo have recently died, leaving control of the clan in the hands of passionate but untested leaders.

Philosophy: While the typical Grab is seldom polite, the class possesses a sense of duty like none other. Crab make solid, dependable allies and can be relied upon to keep their word. Winning a Crab's trust is difficult, however. Most Crab tend in be cynical and condescending toward those who are not of their clan. A Crab respects strength above all. Whether that strength comes from tow physical power, a mastery of magic, or mete self-confidence is immaterial. The best way to prove oneself worthy of a Crab's respect is to serve at the Wall, fighting the Shadowlands beside them. The Crab's strength and tense of duty makes their friendship a treasure to be prized.

Crab also best legendary grudges, and have a long recinory for those who offend them. Anyone who betrays the trust of a Crab can expect a long, bitter entiry. Anyone who allies himself with the Shadowlands can expect no mercy whatsoever.

Affice and Enemies. The Grab have a long history of animosity toward the Crane, and are currently at war with them over the stewardship of the Yasuki family. The clan has occasionally been friendly toward the Daidoji, who share much of their philosophy and methodology, but despises the other families. Crab are also hostile toward Scorpion, whom they see as a clan of worthless manipulators and musances. The Crab have also made more than a few enemies among the Imperiol Families with their crade manners and hot tempers.

The Crab are allied with the Mamis, with whom they there a ancient bloodline, and the Unicom, their neighbors to the north. The Crab are also friendlier to main than any other Crest Clan. The Crab occasionally declars a "Twenry Gohlin Winter" as a means of increasing their ranks, granting featry to any ronin who can enter the Shadowlands and emerge with the heads of twenty bekemone no questions asked.

The Crab are generally neutral toward the Dragon, Liou, and Phoenix. They have worked with all three claus in the past, and regularly share information regarding the Shadowlands, but are unlikely to go out of their way to belp these claus. The handful of times that the Lion and Crab have allied with one another, their combined military might was to be feated. For this reason, the Otomo do their best to keep the two claus neutral, neither allied nor at war with one another for long enough to accidentally cause harm to the Empire. Most Crab are stentral toward the Minor Claus, caring little for their one way or another.

Appearance: Crab are generally more muscular than the average Rokugani. They tend to have blant, chiseled features and heavy brows. Broad shoulders and scarring from labor or combat are common. The exceptions are those from the Yasuki family, who sometimes display the elegant beauty of their Crane heritage.

Bonus Languages: Bakemono, Ogre, Oni, Ratling.

FAMILIES OF THE CRAB

HIDA

. Current Daimyo: Hida Kuroda (Male Samurai 10)

The Hida are the leaders of the Crab, descended from the Kami Hida himself. Their proud family counts the Storm-Bringer Osanu-Wo and Lord Snn among its bloodline. The Hida are tacticians, generals, and decisionmakers, and rank among the Akodo and Shinjo as the finest warriors of the Empire. They are the largest family of the Crab Clan, and the third-largest family to Rokugan Most warriots who stand at the Carpenter Wall are Hida

- · Favored Glass: Samurai
- · Starting Honor: 2
- Class Skill: Knowledge (Shadowlands).
- · Starting Outlie (Choose one)
 - 1. Masterwork tetsubo or one, and five jade fingers.
 - 2. Great atmost and five jude fingers.

HIRVMA

 Current Daimyo: Hizuma Masagaro (Male Ranger 5/ Samurai 2/Rogue 2/Shadowlands Veteran 6)

The Hiruma are the advance scouts of the Crab. Early in the eighth century the Hiruma lost their ancestral homelands to the Maw, and they regained them only recently (see the History section). After stalking through the depths of the Shadowlands for four centuries they have become even more grim and antisocial than most Crab. They cling to bushido more tightly than most — some say because it is all they have left. Their homes are a blasted wasteland, cleansed of the Taint by Kuni magic and unprotested by the shelter of the Carpenter Wall. Left to their own devices and unwilling to surrender their home, the Hiruma fight a daily battle against the Shadowlands. While they look to the other Crab families for support, they feel that no one in the Empire truly understands. them. Hiruma possess a greater predilection to stealth than most Crah. While they have a strong sense of honor, they value guile and subrlery over direct confrontation.

- · Favored Class: Ranger,
- · Starting Honor: 2
- Class Skill Knowledge (Shadowlands).
- · Starting Outlit (Choose one)
 - Masterwork ashigara armor, twenty masterwork strows, and five lade fingers.
 - 2 potion of biding, potion of sheaking, and five jade fingers.

KAIU

 Current Daimyo: Koiu Umasu (Mala Samurai 5/Siege masier 10)

The Kain, builders of the Carpenter Wall, are the greatest architects in Rokugan. This reputation is deserved, but their skills are hardly limited to construction. The Kain are also great siegemasters, and know how to destroy a structure as well as build it.

Kain tend to have keen analytical minds and quickly see to the heart of any problem. They are thoroughly pragmatic and absolutely keyal to the Hida family. The Hida know that they can count upon the sound advice of the Kain, and know that the Wall will stand indefinitely so long as Kain are present to maintain it.

- Favored Class: Samurat
- · Starting Honor, 2



Class Skill: Knowledge (Architecture and Engineering)

Starting Outlit (Choose one)

1 Masterwork thieves took or two sets of masterwork artisans tooks masterwork partia, armor, five jude fingers.

2 May purchase a light cetapult (See the DUNGLON MASILE'S Guide¹²) for 100 koku. This must be purchased before teaching second level.

KUFU

"Curtent Damyo Kum Tansho (Female Shugenja 18)
The Kumi are the shugenja of the Grab Glan. They are fascinated by the power of the Taint, and approach the evil of the Shadowlands with analytical detachment. They tegularly conduct expeditions into the Shadowlands obstating specialisms of flow and fauna and then returning to their remote towers for scientific experiments. The other families watch the Kumi warrly always prepared for one among their number to fall to the Tain, a temptation. Though this happens from time to time, the Kumi's experiments are largely beneficial.

Runs tend to be very certain of themselves, and do not appreciate being questioned. They have sacrificed much for the good of their class. This mand-set often leads to arrogance but it also breeds an unshakable from will

Favored Class Shugen, a

Starting Honor 1

Class Sk: lls: Knowledge (snadowlands).

- Starting Outfit (Choose one)

1 Two 2nd level divine scrools (no Air speals). five jude fingers.

2. One 2nd leve, divine scrol, six 1st level divine

scrolls (no Air spells), five jade fingers.

3. Healer's kit, masterwork scalpel (+2 Craft (autopsy) tolls) two 1st level divine schools (no Alt spells five jade fingers.

TORITARA

 Current Baimyo: Tomtaka Tattune (Male Pighter 4/ Samura, 2/Ranger t/Shadowlands Veteran 7)

The Turnaka were once the Farcon, a Minor Clan aliced with the Crab. In the wake of a mysterious incident in the Twilight Mountains, the Falcon felt it would be in their best interests to join the Crab officially. The Turnaka are phantom-hunters, experts on the supernatural and the Spitic Resima. The mysteries they explore broaden the clan's scope, as the Toritaka battle not only the physical threats of the Shadowlands, but also the strange spirits that often bot, forth from the shadows

Toritake tend to be quiet, reserved and observant They seem to know no feat and are numb to much of the strongeness of the world. Every Toritaka has seen at least one ghost, and can real tales that would chil, the blood of all but the most experienced samural. The other Crab often joke that it is the Toritaka who are ghosts as they often seem as mysterious, moody, and detached as the spirits they hunt

- Favored Class, Tighter
- · Staring Honor 2
- Class Skill, Knowledge Spirit Realms
- Starting Outfle (Choose one)
 - .. Masterwork katana five jade fingers.
 - 2 Masterwork partial armor, masterwork destana (see Oriental Adventures^{ca}).

BORUS LANGUAGES

Influence that outside cultures, for this reason, shunning influence that outside cultures, for this reason, shunning apparation, to count with an many bonus languages as allowed the county beautiful to the county of the count

would have terrived bonus languages, but carries assessed in sea also not allow there, he instead receives one entering the sea of the season of the season

VASURI

Carreta Dannyo None

The Yasuki are the public face of the Crab Clan — merchants, diplomats, and courtiers. Once a Crane family, they broke from that clan centuries ago on unfriendly terms. With the recent death of caimyo Yasuki Kamoru and tack of a clearly designated held official control of the Yasuki has reverted to their Crane couries. Despite this turn of events, many Yasuki are intensely loyal to the Crab and refuse to leave

The Yasukt have quite a repurance for acts of arceny, and many view them as cutthrost swindlers. This reputation is not entirely undeserved. The Crab are not a wealthy clan, and the Yasukt believe they must do whatever is necessary to obtain supplies for their clane sterns, war If this means cheating and swindling a few Crane or Lion, so be it. It's all for the good of

Rokugan in the end

Yasuki tend to be smug, elever, and loquectous. In recent times the Yasuki s usual jovial good nature has been tempered by uncertainty over their family's future.

- Favored Class, Rogue
- · Starting Honor 1
- Class Skill Bluff.
- Starring Outlit: (Choose one)
 - 1. 300 koku and five jade fingers
 - 2 Masterwork whip and five ade fingets.

THE CRARE



Current Daimyo: Doji Karohito (Male Samurai 6/Imjusou Master 5)

Excellence. All Crane arrive for it —
a fire that drives their every action
A Crane will not undertake an action if he
cannot do it well, and this tradition of
excellence has given them a reputation as

the finest paets, artists, and duensts in the Empire For many Cranes, life tise f is art

the Lians are descended from the followers of Doji the most beautiful of Hantei's siblings. Joji's children have gone on to create the foundations of Rokugan's critice.

Many outside the Crane perceive the clan as arrogant or impractical, but from the Grane perspective these observets



are either iea ous or merely shortsighted. Those who do not share the Cranes high standards can hardly inderstand why they do what they do. Likewise, few can seriously deny the stunning achievements or the Crane.

The state are the second largest can in Rokugan (only the I on have a greater population the Crab and Unicom both

have a larger muntary.

Though most Cranes discount open warfare they do not shun combat the way the Phoen R do, and the Crane have known their share of war in Romagans song history. The true power of the Crane however is not in the battiefield but in the courts. The aliced politicians of the Crane are rivated only by those of the Scorpton and Imperial Families. Few important offic als in Rokugan do not have at test one Crane alice.

Philosophy Cranes tend to bink in extremes Entire, viey are extremely passionate about a par indust subject or are hardly able to contain their quisa in While Crane are not prome to empty entitle outbursts any more than the everage summa, most Crane maintain a quiet passion for twing that extends to everything they to Those who share the firanes jet for twing and can appreciate the finer things in life hine a chance to earn their respect and thend-

Cranus tend to have very high sean dards, both for themselves and others. Those who can meet or exceed those standards are worthy of respect. Those who call short are not even worthy of

Astention

While Crame are not particularly notorious for beginning and the authority and testimoly not back away from one Crane dieless are weally in the exitence and a single word from a powerful court et could end the promising career of a rayal samura.

Allies and Everyon. The raine are careful to curry favor with any powerful group, and thus are this on fullent with thost Great (land much of the time. The Iron are a notable exception to this rule. The two case have been reals since the down of the Empire and are uneasy access at best. The Crane are currently at war with the Crab Clan though in the

post to a ions between the two have been generally neutral with the exception of the Crab-Graile was early in Robogans history. White the Crabe of each the internseives at odds with the Scorpion hast policies, wals open warrage between the two crails is a anyely rate.

The Crane generally do not ally themselves with other clans unless it is to the Crane's benefit to do so. As a result, the Crane are always friendly toward the Imperial Families for extremely powerful group, and are unsdainful toward top in and Minot Clans, which have I title to offer the powerful Crane.

Appearance there tend to be taket and thinner than the average kokugant. They have fair skip and sometimes blue or gray even with a genetic pred sposition for colorblindness. A great number of Crane bleach their hair white in honor of Da doji Hayaku but white hair is not a natural Rollugan pigment.

Bonus Languages: None

FAMILIES OF THE CRAILE

ASAHIRA

• Current Daimyo Asahina Rimita (Fernaic Shilgen a 12) The Asahina are the spiritual center of the Ctane. They are a family with a strong shagenja tradition, and an intense for us on pacifism. Many Asahina will neither rough a wilapoi, increase a hand against another inviting bring, even in self-orfense. The use of destructive speks is especially forbioden as it is seen as a pervention of the kam. The Shadowiands is a notable enterpoint to this rule. The on- and other minions of Jigoka represent the very evil which the Asahina constantly fight on a spiritual level.

A certain notable faction of Asahina does not agree with the overall philosophies of the family Nich ordeass as the Clan War abbitions Care and the War of Spirits have hardened thim and they realize that one cannot save the world by hiding from a Accordingly, these Asahina have turned their back on their lamin's shugenia tradition and become

bucht.

Asah na shugema are known for their fer shi magical trankers they create are varied and wonder us. Their love for pacifism, at fact stems from their mastery of unifice. Forgir go nemurana with destructive intentis a technic copia since they Souli ar actived to the creamon. Their far was Bloodswords by the hands of Asalma has been

· Favored Class Shagen; a.

· Starting Honor 4

· Class Skill Knowledge, Shinton

* Starting Chaffer Choose on /

1 Two 2nd level to tempers, five jude language 2 time 2nd level talisman, aix ist account imans, five jude language.

3 Longbow 20 masterwork acrows, masterwork ashigaru armor

DAIDOTI

 Current Daimyo: Leidoji Keka - rema e Samurai 50, Eghter 100

when the or gina. Crane Thunder was just to the Shadow and to was Do I Layand who sought out her blade and returned home the journey changed him cousing his hair to turn a starle waite to this day many Crane bleach their heir white in honor of his bravery.

Havaku became the tounder of the Dardon the most on stant Crant family Though Dardon are as aki led with the sweet to

any Cran, their trademark weapon sithe var.

The Daidop are the defenders of the claim. They are a grim, practice not well advasted to defending the relatively situal arraics of the land from larger threats such as the Lion and Clab The Dailon are masters of terrain and invanted guernila werfare in Rokugan. They know that their cause is just and the survival of their claim depends upon their actions.

Favored Class: Fighter

Starting Horne 2

· Coss Sk . Hide

· Starting Ourfit Choose one

1 350 keku

? Masterwork yart. 50 kożu.

3 Great armor, 50 koka



50.00

 Carrent Dantevo. Don Kurohito (Male Samurat 6/lanjutsu Master 5)

The Doji are the leaders of the Grane, the wealth est and most inflicential formly in Rokugan. Even the Otomo Impetial Family does not have the extensive resources and wealth that the Doji possess, though of course the resources of the Doji are at the Cromok command should they will it to be so. The Doji are a highly traditional samural family, with an emphasis on proper enquence. Even the most militant Doji has some awareness of courtly life, and most Doji are more at home in a palace than on a paraetteld.

- · Favored Gass: Courner
- Starting Honor: 3
- Class Skill Knowledge (atlquette)
- Starting Outfle (Choose one)
 - 1 350 koku.
 - 2. Hoyal outfit (See the Player's Handbook") and
 - .50 kuku
 - 3. Masterwork lumeda, graiot, 50 koku

KAKITA

· Current Damyor Kanita Kaiten (Male Somumi 15)

The Kakita are a family of artists, though those who would assume their art is limited to peaceful original, poetry, and didne would be horribly mistaken. The most renowned artists of the Kakita are men in jutsu masters, argusbly the deadliest duelists in Rokugan. (Only the Mirumoto begin to compare to their talent.) The Kakita are intense, passionate, and driven even for Crane. Nothing less than the perfection of their art will satisfy them. Anything less is a waste of time and energy Though not as wealthy as the Dojl, the Kakita still wield a great deal of polytical clour.

- Favored Class: Samuras or entirtier (choose one).
- Starting Honor 3
- Class Skill: Isijuten focus (if samurni is favored class)
 or Perform (if courtier is favored class)
- · Starting Outlit (Choose one)
 - 1. 350 koku
 - 2 Royal autilt (See the Player's Handbooks) and 150 koku.

VASUKI

- Current Damyo: Yasuki Hachi (Male Samura 5/Fighter 4)
 Only a handful of Yasuki call memselves Crane. After damyo
 Yasuki Kamoru died without an heir, it fell to the Otomo
 family (with the able assistance of Hantei Naseru) to find a
 new heir That heir was Yasuki Hachi, a young gunso in the
 Crane armies. The Crane Yasuki are mostly low-tanking
 former Daidoji who chose to follow Hachi and help secure the
 lands of their family. As a result, Crane Yasuki tend to be far
 more militan, Jun. their Crab brethren.
- Favored Class. Fighter
- Start ng Honor 2
- · Class Skill: Battle
- Starting Outfit (Choose one)
 - 1 350 koleu
 - 2 Masterwork yarı, 50 koku.
 - 3 Great armor, 50 koku.

THE DRAGOR



Gurrent Daimyot Togastu Hoshi (unique male half-dragon Samurai 5/Swordmaster 10/Monk 5)

The northernmost peaks of Rosagan are home to the Diagon, the can founded when the Kami Togashi took his first two followers into their supervisors. Cleared

by the First Empetor to watch the Empire with an impatitude eye, logash himself guided his clan by faking his death every generation and taking a new name. The Dragon have become almost apart from the Empire while Togashi and his followers followed the edict handed down by Hanter. Very earely have the Dragon chosen to become involved in the inner workings of Rokugan, and their interference has always inscritable.

unpredictable, and unsuppoble.

A typical Deagon is quiet and reserved. Those who choose to speak generally quote verse from the Tao of Shinsel, or possible of riddles. Their style of magic has befuddled even the most insightful Phoenix shugenja, and the two-sword style of swordplay invented by Mirumoto runs contrary to the more accepted form dictated by Kakira. The Clan suffered a heavy blow when Togashi allowed himself to be destroyed on the second Day of Thunder. Under the leadership of Hitomi, the Dragon were attacked both militarily and politically until she defeated the dark Lord Moon and replaced him Togashi's son, Hoshi led the clan against the Shadow at the Rottle of Oblivion's Gate, and has taken over as the Champion of the Oragon

A recent eruption of Sleeping Thunder Mountain has lorced the Dragon to appropriate new lands for the first time in their history. Having to spill out into Phoenix lands enacerbated the tensions the Dragon already felt with the Phoenix over the defection of the Agasha family. The provocation has caused two of the most peacefu. Cans in the Empire to declare war. Although the Dragon are more combat-ready than the Phoenix, a treaty between the Lion and Phoenix (as well as small groups of Dragon refugees moving to Lion units has brought the Can of the Lion into the war.

Philosophy. Many Rokugani dismus the aloof Dregon as arrogant and condexcending, but nothing could be further from the truth. A typical Dregon can have much to say, but he would rather not say anything at all, terms...ing content to watch a scene rather than get involved. Dragons are concerned with enlightenment and truth, however, and will not remain quiet when dury to these ideas demands they speak up Those who speak and art truthfully, honestly, and respectfully will gain the good attentions of the Tragon.

Allies and Enemies' Because of their minimal interaction with the Empire, the Diagon have seldom had any true enemies or allies. Currently, however, they have become as entangled in the inner workings of the Empire as the Lion or Crane They are currently in war with the Phoenia and Lion over several bits of land in Phoenia terratory. Of all the Claus of the Empire, it is the Phoenia that the Diagon have had the most interaction with, both Claus quietly striving for enlightenment and wisdom. Recent events, such as the defection of the Agasha family to the Phoenia, and the rivalry between Tamori Shairing and Isawa Taeruko, have caused an animosity that has contributed to the outbreak of full-scale wat

Because of the role the Dragon played in helping the Scorpion return to the Empire after being exited to the



Burning Sands, an unexpected but strong alliance has formed. Togashi Hoshi is half-Scotpion, and both clans search for secrets and ferret out hidden threats to the Empire; these two clans have discovered much in common. Though husy with affairs of their own, the Scotpion have sent assistance to the Dragon in their time of need.

The Jincorn, Crab, and Mantis clans are indifferent to the Dragon, and the feeling is returned. The Unicorn see the Dragon as outsiders, just as the Empire regularly views the Unicorn, but have not made any overt steps to strengthen relations between the two clans. The Dragon do not fully understand the Unicorn, either, and for the time being are not interested in changing this fact. The Mantis are much too durant from the Dragon's borders for the claus to give one another much thought, as are the Grab.

Appearance. The easiest way to pick a Diagon out of a crowd as to look at them. The art of rationing is common among the members of the clan, as are shaved heads. Though the order of its runt in the Dragon draw strength from their body art, many other Dragon adorn themselves with non-magical tattoos. Dragon bushi prefer light armor for mobility, and I ght with two swords instead of one

Hontis Languages: Yobanga

FAMILIES OF THE DRAGOR

 Current Dalmyo: Ritomi Kagetora (Male Samura: 9/ Monk 10)

The Hitomi family, created by Hitomi herself when she became the Champion of the Dragon, dates back less than two generations. A langering resentment remains between them and the Togashi family, as one of Hitomi's first edicts in Champion forced the Togashi from their ancestral home to make way for her new family. The Hitomi were the front line when the Empire engaged the Living Darkness at the Battle of Oblivion's Gate, and were decimated by their sacrifice. They have once repien stied the manus resting to the lands where the Shrine of the Moon Goddess has replaced the Shrine of the Ihrae Sistest They are right to the logashi's day, and those who heat the call of the Dragon mountains choose to remain with the Hitomi (known as kikage zumi) family as often as they choose the peaks of the Togashi.

The H.tomi have become associated with the Moon Goddess and her desires, as well as somewhat less-than-honorable activities. Their demeanor is quiet like their Dragon courses but far more intense. The very gase of their gorden glowing eyes can disturb the most hardened Shadowlands

- · Payored Class: Monk.
- · Starting House 1
- Class Skitl: Knowledge (Arcana).
- Starting Outlit (Choose one)
 - . Masterwork tonfa and potten of cure fight wounds
 - 2. Musterwork partial armor and five jade fingers.

KITSVKI

• Current Dataryo, Kitsuki M.zuncha Male Samutai 13) Descended from Agasha Kitsuki, this family has served the Dragon as emissaries, magistrates, and diplomats since its founding over 200 years ago. The Kitsuki are, however, much more than simple ambassadors. Agasha Kitsuki himself was a seeker of truth and Justice, his exploits eventually earning him death at the hands of the Scorpton. He had inverted what

is now known as Kitsuki's Method, a form of investigation that favors evidence over Rokugan's more accepted form of trial by testimony alone. Nearly every Kitsuki is a trained investigator and a competent due list.

The Kitsuki themselves tend to be the most open and warm of the Dragon families. Though they are known to unreesstrings of coddles and quotes from the Tao, they are more likely to give a straight answer than any other family from their Clan. Like the rest of the Dragon, however, their practice of Kitsuki's Method sets them apart from the rest of the Empire, even though the Method has proved uself effective.

· Favored Class: Samueau

Starting Honor 3

Class Skill: Search or Sense Motive.

Starting Outlit (Caouse une)

t Budge of office as Emerald Magistrate and master work lamellar armor

2. Potson kir (anridores only).

MIRVMOTO

 Current Daimyo Mirumoro Uso (Male Samurat 9/ Swordmaster 8)

The first Mirumoto was one of the two men who followed. Togashi into the mountains that the Dragon would make their home. He was a canny swordsman, and developed the two-sword style called Niten before he died in the Shadowlands fighting the dark god Fu Leng. His family twee on as the strong arm of the Dragon clan, feared in both single combat and large-scale warfare. Due to the reclusive nature of the Uragon's leading family, the Togashi, it usually fals upon the daimyo of the Mirumoto to handle the clan's day-to-day affairs. The Mirumoto testin in concert with the shugenja of the clan, casulting in samuras who favor two swords when one is the accepted custom, and can speak of the kemi as knowledgesbly so any shugenja. Of all the bushifamily of Rokugan, the Mirumoso tend to be the most spicitual.

A typical Mirumoto is reserved and calm at all times. Foremost on the mind of a Mirumoto is his lord, his swords, and the Tao of Shinsel. Many Militanoto have then to a vertain temple of temples of the Brotherhood of Shinsel and shave their heads out of piery. When the Mirumoto samural speaks, his statements are typically short and cryptic.

Favored Class: Samurai.

Starting Honor 2

Class Shift Knowledge (Arcana)

Starring Chitfir (Choose one)

I Masterwork partial atmor and 50 koku.

2. Katana and 50 koku.

TRAMORI

• Current Daimyo: Tamori Shaitung (Shugenja 16)
When the Agasha left the Hitnru-ruled Dragon to join the Phoenic a generation ago, one stood apart, choosing to remain loyal to his clan. That man was Agasha Tamori, the daimyo of the Agasha family at the time, Tamora stood beside Hitomi and the Dragon until he was corrupted in the Shadowands during the Bartle at Oblivious Gare. During the War of Spirits, Agasha Tamori joined the armies of Hantel XVI, and was granted a family name in the treaty that ended the war (though Tamori himself disappeared shortly thereafter).

Togashi Hoshi appointed Tamori's daughter Shartung damyo of the fledgling family Unlike the Agasha before ner,



Shaitung has turned her family's focus to the earth magic of their mountainous homeland. However, the Tamori's methods of magic are similar to those of the Agasha, confounding shagenja from other clans, and the Tamori still train beside the Mirumoto.

Many of those who bear the Tamori family name are youths, or those who have resumed from the Phoenix unable to bear the stame of abandoning their homelands. Must are the same as the Agasha were once quiet contemplative, and wise However, under the guidance of the hor-tempered Shaiting, the Tamori may become something quite different.

- Rayored Class: Shugenja
- Starting Hotom 2
- Class Skill: Spedcraft
- Starting Outfit (Choose one)
 - 1. Two 2nd level divine spells (no Air spells).
 - One 2nd level divine spell and six 1st level divine spells ino Air spells;

TOGASHI

 Current Dainyer Togashi Hosbi (timique male half-desgon Samurai 5/Swordmaster 10, Monk 5)

The traditions, leaders of the Dragon, the Togashi "family" is really a monastic order of tattooed manks caned ise zaum. The founding Kami of the Diagon, Togashi, drew his followers from those mesplicably drawn to the mountains of the Dragon Togashi himse if would see to the tattooing of these new ise zumi-giving them powers beyond mortal ceach Togashi himself hved for a thousand years, dying on the second Day of Thunder Leadership passed to the samurai-ko Mitagapto Haroms, who banished the Togashi from the Dragon, Togashi's son, Hoshi, was among those exiled, and retaliated with his athes in the Brotherhood of Shuiser, sparking the first time ever that Dragon had fought against Dragon. After dropping her Mirumoto name to found her own family. Hitoms defeated Lord Moon and Hoshi took command of the Dragon. The upbeaval in the Dragon has now passed, and the Togashi have returned to their traditional role as monks and seekers of enlightenment

The ise zumi of the Togachi are the most finned members of the Dragon. Legends abound of tailooed monks leaping over bigh words, breathing fire, and taiking with the Celestial Heavens themselves. Ise zumi are as quiet and reserved as monastic monks more often than not, but some plunge themselves into the Empire to experience all his has to offer

- Favored Class Inkyo,
- · Starring Honor 2
- · Class Skill Concentration.
- Starting Outfit (Choose one)
 - 1 Masterwork but or varra, potron of care light wounds.
 - 2. Masterwork ashigaru armor, monk's outfit, bu, climbers k.r



THE LION



Current Daimyo, Marsu Nimuro Male Samuras 15)

Since the dawn of the Empire, one clan has proven time and time again that only it is worthy to be the Right bland of the Emperor, the chosen defenders of the Empire: the Lion Clan Through the Clan

War and the War of Spirits, the Lion always led the charge against the enemies of Rokugan and the Emperor, Authorigh there have been moments of weakness and corruption in the past, the Lion have never failed to vise and defend the Empire against all who would see it destroyed.

No other clan can march the military might of the Lion Since the days of Akodo, the greatest strategist the world has ever known, the Lion have devoted themselves to the mastery of bushido and warfare. Their standing active is larger than any other in Rokugan. In addition to their own army, Lion troops comprise the vast majority of the Imperial Legions. Only the strongest, finest warriors may serve the Emperor Conly the Lion are truly worthy.

The current rulers of the Lion Clan are perhaps some of the finest in the clan's history. The fiery leadership of Clan Champion Marsu Nimuro is complemented by the wisdom of the aged Akodo Ginawa. Cinawa, however, is nearing retirement, and many wonder if the clan's endeavors will be as fruitful without his counsel.

Philosophy: Samurai of the Lion Clan often have an intlexible code of conduct. They adhere rigidly to the tenets of bushido, measuring their own actions against the example set by their founder Akodo. Other clans tend to view the Lion as bostile, a viewpoint that is not always entirely inaccurate, the Lion typically believe samurai of other clans must prove their worth before earning their respect.

Lion Clan samurai treasure honesty and devotion to duty above all things. Part of their traditional causity with the Crane and the Scorpton lies with the Lion distaste for the flowery language these clans use in court to disguise their actions and intentions. True samurai, the Lion feel, speak only the truth and face the consequences with honor.

Affices and Enemies: The lengthy military history of the Lion Clan has seen them ally with and oppose virtually every clan in Rekugan. Traditionally, the Lion consider the Crane and Scorpion clans their enemies, as both have radically different philosophies than the Lion. Cenerally speaking, the Lion are neutral toward the Unicorn, Phoenix, Mantis and Crab clans, with some minor hostilities over the centuries marring their relationship with the Dragon Clan somewhat

The minor class of Rokugan are largely unimportant to the Linu Clan, although some bave proven useful in the past. The Hate Clau have occasionally been worthy allies, authorigh the Dragonfly and Wasp class have both earned the Lions wrath: the Dragonfly for the dishonor they brought upon the Lion during their founding, and the Wasp for the treasurous actions of Tsutuchi's mother, a Lion samural ko.

Recently, the Lion signed a treaty with the Phoenix Clan to jointly parge the Empire of the influence of the Shadowlands. This great alliance was made possible by Hanrei Nasern one of the Four Winds. Unfortunately, the purpose of the alliance has gone unfulfilled as yet, as the Phoenix have entered a war with the Dragon. Bound by the treaty, the Lion have joined the battle against the enigmatic Dragon C.an



Appearance: The Lion project the image of perfectly trained soldiers. Their features have a hard, severe edge, and their build reflects a lifetime of training and devotion to dury. Even the shugenja of the clau are athletic. Black or brown hair to common, although the Kircu family has a rendency toward natural red have. It is not uncommon for Meisu or Akodo warriors to dye their hair a ficry red or golden brown to emulate their claus namesake.

Donta Languages: None

FAMILIES OF THE LION

AKODO

Current Damyo Akodo Ginawa (Male Samurai 15/

Fighter 3)

The Akodo are the descendants of the Lian Chang founder, the kami Akodo. They have a long and mustrious history as noble and honorable warriors and generals. Unlike their hot tempered Marsu country, the Akodo are patient and observant, taking the full measure of their foes before using their weaknesses to defeat them. The Akodo are the hand that gaides the swoul of the Lion army.

Following the Scorpion Clan Coup in 1123, the Akodo family was dissolved by the Emperor, their daimyo cast out as a routh. Many Akodo joined other families, while others became roun or rook their own byes in the ribuil of seppukin

The family was restored following the defeat of the Living Shadow at the Battle of Oblivion's Cate by the combined cans of Rostogan a decade later. Since the time, the former roun Cinawa has led the family back into prominence as some of the flucat warriers in the Empire

· Favored Class: Samura.

Starting Honor: 3

Class Skills Battle.

Starting Outfit (Choose one)

1. Katana anti 50 kokul

2. Great armor and 50 koks

KOMA

• Current Damyo Ikoma Sume (Male Contiler 7/Samurai 9) The Ikoma are the historians and ambassadors of the Lion Can, Their extensive knowledge of linsory allows them in Jiaw upon centuries of insight when negotiating with other claus, and they are rarely caught unawares, their family has encountered almost every possible ploy, and recorded the results. Many courtiets from other claus regard the Ikoma at bootish or dull because of their sterm and unforgiving demeanor, but those who mistoke their strongs for weakness pay a hefty price. The Ikoma do not forgive slights easily.

In addition to serving as the clan's presence in court, the Licoma have a considerable number of warriors in their own right. As a family they tend toward tacticians rather than rank-and-tile intantry, again using their knowledge of history to their advantage. Whether courtier or warrior, the likoma invariably have training as storytellers as well, recounting inspiring tales of Lion ancesters throughout history to their known in time of need.

Favored Class Courses

Starting Honor 3

Class Skills: Knowledge (History).

· Starting Outfit (Choose one)

Masterwork ressen and 50 koxu.

 lioyal outfit (See the Player's Handbook") and 150 koku.

KITSU

Current Daimyo, Kirsu Juri (Male Shugenja 16)

By fir the most contemplative and withdrawn family of the Lion Clan, the Kitsu are an enigma to the rost of

the Empire Their shugenja school is regarded as old-fashioned and traditionalist by other claus, and it is the ordy such school in all of Rohugan that rejects all applicants from outside the clan. In add tion to their standard shugenja school, the Kitsu also practice a unique form of ancestor magic wherein the Kitsu specialists known at sodan-tenzo send their spirits to the realm of the

dead to communicate with and even

summon ancestor spirits.

While it is not unheard of for Kitsu to sake up the way of the warrior, it is uncommon. The legendary general Kitsu Motso was one such unique individual, and the flery Kitsu Dejiko of the modern Kitsu is another example. Only those Kitsu who prove incapable of conversing with the spirits are sent to the warrior dojo, and these samuras are frequently looked upon as failures by their family. Kitsu warthits understandably often resent their shugenja brethren.

The Kitsu are still buttling the stigma their family acquired generations ago with the corruption of Kitsu Okura, the Jade Champion Okura was eventually exposed as a practitioner of make who had bound an out to his name, othersibly to strengthen his clan Truting the Battle of Oblivion's Late, Okura's out unexpectedly turned upon the Shadowiands Horde, favoring the honor of its summoner over the Taint of its origins. The onselew its progenitor, the Oni Lord Akuma, and testored the honor of the Kitsu family. The ancestral Kitsu Tomba are still being purified, but the Empire considers the Kitsu to have

redeemed themselves.

Favored Class: Shugenra.

· Starming Llomor 2

Class Skills, Knowledge (Ancestors)

Starting Outlit (Choose one)

1. Two 2nd level divine spells (no Water spells).

 One 2nd level divine spell and s.x 1st level divine spells (no Air spells).

爪双TSU

 Current Daimyo, Maisu Ketsui (Female Suntita, 7/Lion's Pride 8)

If the Akodo are the mobility of the Lion Clan, then the Manuare surely its passion. One of the largest families in Rokugan, the Manuare also perhaps the most aggressive and warlike. They are always the first to solve problems with force and the last to leave the field of battle. While respected and feared



others regard the Matsu as hot-tempered and dangerous individuals who are prone to bouts of violence at the slightest

provoca, and

When the Akono were disbanded by Imperial edict several decades ago, it was the Massu who stepped forward and took command of the Lion Clan. Their passionate leadership, anchecked by Akodo practicality, took its toll upon the clan. Now that the Akodo once again serve the Lion Clan, the leadership of the Massu is tempered by their wisdom, and the passion of the Massu directed by their strategy. The Massu's relation to the rest of the Lion Clan can best be summed up in the words of the historian Ikoma Sume: "To the Massu the holl, to the Akodo the victory, and to the Ikoma the tale."

· Favored Class Bernerher

Storting Honor, 2
 Class Skuls: Batrle

· Starting Outlit (Choose one)

I Masterwork no-dacha

2. Great atmor and 50 koku.

THE MARTIS



Current Damyo: Yorkomp Kitao (Female Fighter 4/Rogue 2)

The Manrie Clan is living proof that fortune favors the mortal man. The Mannis refuse to admir defeat, no matter what for they face. They tenaciously cling to everything that is theirs, refusing to

surrender and expanding their holdings through the sheer

determination of their samutal

Can, out from the Cash at the dawn of the Empire, the clan's founder Kaimerste-to was futced to forge his own destiny, one purchased with his own blood and sweat With only a handful of followers he traveled to the remote Islands of Silk and Spice and formed his own band of samural, the Mantes Can

Throughout history, the Mantis have played a number of roles. They have been bernes, defending the Empire against gasin attackers during the Battle of the Raging Ness (the naval portion of the Battle of White Stag). They have also been villains, such as when Gutai Roshida attempted to overthrow the Emperor and claim Rokugan for himself. For the most part, however, they have simply remained unseen, trading with various class and accumulating great wealth with their knowledge of the seas around Rokugan.

During the Clan War, the ambitious Yorkomo led the Mantis into bettle at the head of an adiance of minor claus Bitte, over centuries of treatment as lesser men, the Mantis unleashed their ringer against the Shadowlands to a determined effort to prove their worth to the Empire. Against all odds, the gambit succeeded and the Mantis because a Great Clan.

Recent years have proved difficult for the Mands. Despite their absorption of the Centipede and Wasp clans, the Mands simply do not have the numbers to fulfill all the duties inherent to Great Clan status. Many to the Engine look upon the Mantis current tribuations and recent hostility with the Scorpion as a eign that the Mantis will not retain their elevated status for much integer. The Mantis, however, see only a chance for growth and expension. There is no limit to their ambition it stems.

Philosophy: The Mantis are typically somewhat twore defensive and surly than other clans. Despite their new Crent Clan status, many Mantis still feel that others look down upon them, an impression which drives them to "prove themselves." It is not unusual for samural of the Mantis Clan to demonstrate improvided hostility toward other clans. This is in part due to the fact that the Mantis have had lettle exposure to the subtlettes of diplomacy or negotiation in their long history, relegated as they were to the forgotten minus clan delegations.

Manris samural really come into their own when among their own or among the minor clans of Rokugan. There, they have a sense of camaraderic and belonging that allows them

more freedom and independence.

Allies and Enemies: the Mantis have had many enemies in their clan's history. Following the Clan War they warred briefly with the Crane and Phoenix clans, and Yorktomo's quest for a bride and later the throne itself cost the clan its alies in the Fox Clan and corned the disdain of many Great Clans. The Mantis have generally neutral relations with the Crab and Unicom Clans, however.

The true allies of the Mantis Clan are the minor clans of the Empire. Although many chose not so side with Yontomo during the Clan War, they remember the opportunity that the Mastin afforded are a and above upon the richm with appreciation. The Wasp and Centipede clans have actually become families within the Mantis following the War of Spalis, and many other minor clans send ambassadors to the Mantia counts regularly, since the Imperial Court shuns them as beneath

The Mantes and the Scorpton have been at odds recently. Many Mantis suspect that the Scorpton were responsible for the death of Yorkomo Aramasu, adopted ann of the late Clan Champion Yorkomo himself. Yorkomo Aramasu was once Bayushi Aramasu, the natural son of the Scorpton Clan's Bayushi Aramoro, and his original clan never forgave him for his sympathy with his adopted clan. Yorkomo Kitao, the new Mantis descripto, has not yes taken any overt action against the Scorpton — but both clans continue to eye each other suspiciously.

Appearance. The Mantis are a varied lot. Many of them are larger than average, a holdover from their haritage in the Crab Clan. They tend to be somewhat unpolished in their appearance, for presenting an attractive image is not a priority for them. The bartle-ready philosophy prevalent uniong the Mantis causes them to skirr the edger of dishonorable behavior by wearing their atmor a great deal of the time. This has been known to offend other clans, who interpret this as an implication that they are incapable of defending their

Mantes guests

The most common physical indicator of Martia allegiance is the absence of a daisho. Even with their starts as a Great Clan, the vast majority of Mantia samurai eschew the twin blodes that define an individual as a samurat wielding instead the peasant weapons that they have mastered over the continue. Authough most Mantia wear green the shugenja of the family frequently wear red and many arthers adont their armor with bands of black and gold. These colors unlimits a heritage with the Centipede and Wasp clans, respectively.

Bonus Languages: Ivory Kingdoms, Yohanjin, Nezum

FAMILIES OF THE MARTIS

STATE OF THE OWNER, WHEN

* Current Daunyo Moshi Jinko (Female Shugenja 17)
Centuries ago, a small offshoot of the Phoenia Clan became the tiny and reclusive Centipede Clan A matriarchal clan devoted to the worship of Atuaterusu, the Laily Sim (see page 87), the Centipede practiced their powerful scyle of magic for many centuries with very little interaction with the rest of the Empire. When the ambassadors of the Mantis lord Yorktomo arrived early in the Clan War, however, the Moshi family reshized that they could not hide to the mountains while the Shadowlands ravaged Rokugan. The Centipede Clan joined Yorktomok alliance.

After the Mantis were elevated to Great Clan status, the Centipede remained their loyal allies. Eventually, Yorttomo sought a bride and found one in Moshi Wakiza, the daimyo of the Centipede Clan With their marriage, the Moshi became a house within the Mantis and the Centipede were no more. Despite Wakiza's death a short time later, the Moshi remain the mystical arm of the Mantia Clan, bringing their powerful fire magic to bear on the enemies of the clan. Since the death of Amaterists, the Moshi have lacked focus. Recently, many of their younger members have begun to support Totut. Tsudao for Emperor. The movement seems to be growing among the marnarchy, and may soon envelop the entire family or even the Mantis Clan as a whole.

The Moshi are currently ruled by Moshi Julko. an incredibly aged women who ruled the Centipede Clan before they entered into Yormomos alliance during the Clan War over two decades ago, and automed the burden once again when her daughter Wakiza died. Despite her advanced years, julko retains a sharp mind and keen wit. It seems that the Lady Sun's blessing has remained with her, even after the Lady Sun herself has perished.

- · Favored Class: Shugenja
- Starting Honor 3
- · Class Skyde: Spelicraft
- Starting Outfit (Choose one)
 - I. Two 2nd tevel divine scrolls (Fire or Air spells only).
 - 2. One 2nd level divine scroll and six 1st level divine scrols (Fire or Air spells only)

TSURUCHI

 Current Daimyo: Tsuruchi Ichiro (Fighter 6/Wasp Bounty Funter 5)

The Tourneh; family is named for the valiant warrior who founded the tiny Wasp Clan generations ago despite the vengeful Lion and Scorpion claus who sought his destruction. Daning to flow tradition, Tsuruchi led the Wasp in defiance of accepted samurai norms, forsaking the blade for the low and the code of bushido for ap individuals word of honor. Tsuruchi also led the Wasp to join with Yorttomo during the Clan War, becoming the Mantis daimyo's most trusted Leurenant.

Isuruchi disappeared a short time before the combined claus of Rokugan fought the Battle at Oblivious's Cate. The Wasp I fan those to honor his memory and his oath to Yoritomo remaining with the Mantis. During the War of Spirits. Emperor Toturi bestowed the Tsuruchi family name upon the Wasp for their valunt efforts against Hentel XV.

In recent years, the Wasp Clan has all but disbanded as the Isuruchi family has become a house within the greater Mantis Clan. Almough most in Rokugan consider the Wasp no more, there is a small faction of samurai within the Tsuruch: family who sastes on being referred to as Wasp despute their unwavering allegrance to the Mantis.

- Favored Class, Fighter
- · Starting Honor 2
- · Class Skill: Graft , fletchery).
- Starting Outfit (Choose one)
 - 1 Masterwork longhow
 - 2. Longbow, ashigaru armor, ten masterwork arrows:

VORITORO

 Cuttent Dalmyo: Yoritomo Kitan (Female Fighter 6/ Rogue 8)

The Yotteeting family was formed in the wake of the second Day of Thunder in 1128. Having led an albance of minor clans against the Shadowlands during the Clan War, the Mantis Clan dainiyo Yoritomo stood before the assembled leaders of the Great Clans and demanded the Mantis be elevated to cooqual status in recognition of their valor. He attered his head to the champions for his presumption, but refused to withdraw the demand. The champions recognized Yoritomo's contributions to the Clan War and agree to his request. Upon his coronat on as Emperor, Toturi I confirmed the Mantis' Great Clan status, under the leadership of the new Yoritomo family. Yoritomo's descendants have ruled the can ever space.

The Yoricomo are brusque, straightforward individuals. They rule with an iron flat, feature that any weakness on their part will be exploited and their clan's status damaged. It is the attitude of a minor clan, one that the Yoricomo have not yet been able to overcome. Recently, Yoricomo's hand-picked heir Aramasu was killed, leaving the clan in the hands of the savvy but untested Yoricomo Kitan. Kitan arrived too late to save her ford, but many Scorpions died by her hand on the day of Aramasu's death.

- Envored Class: Fighter
- Starting Honor 2
- · Class Skill: Profession (sauor).
- . Starting Outlit (Choose one)
 - 1. Masterwork peasant weapon (set, jette tonfa, or kama), eshigara ermor.
 - 2. May purchase a kobune (see keeboat on page 150 of the Dungson Masrea a Guide¹⁰) for 1,000 koku. This must be purchased before reaching the fourth level

KIJEOHS EHT



Current Daimyo: Sh.ba Trukune (Female Samurai 17)

If there is a mystery in the Empire, then somewhere there is a Phoenix who understands it. To the Phoenix Clan, knowledge is a weapon deather than steel. No can possesses a greater knowledge of magic and

spelleraft than the Phoenix, nor do any (save perlaps the Drigon) better understand the enigmiss of Jilia would and the realms beyond.

The Phoenta Clau believes in perfection perfection of their mags, perfection of their spirit, and perfection of body and mind into a single flawless mechanism. Since the dawn of the Empire, the Isawa and the Asako have labored for a more perfect understanding of the ways of the kami.



the anigmatic apixits that shugenja summon when casting their speals. As they pursue their research, the Shiba practice then parts that brand of swordsmans, i.p. clearing the mind to allow the body to react without though a without hesitation.

Far in the northernmost regions of Rokagan, the Phoenix en ov a seclusion that allows them to pursue their dwn interests rather than constantly becoming embroiled in the conflicts of the Empire. This isolation fostered the belief that the pursuit of knowledge was a goal toward which anything could and should be secreficed. Sadly, this led to the corruption of the Council of Blemental Masters, the troot powerful shagenys in Rokugan, during the Clan War This tragedy nearly destroyed the Phoenix They have sworn

never again to lose their focus

Recently the Phoenix baye allow with the Lion Clan against the Dragon This is a most unusual occurrence, as the Dragon have long been the Phoenix's staunchest alites. The conflict was triggered by the Dragon scizure of Phoenix land, but even this affront might have been negotiated away in happier times The defection of the Agasha from the Dragon to the Phoenix shortly after the Clan War however strained the historically good relations between these clans, at the annexation triggered was rather than a diptomatic solution

Philosophy The Phoenix are notorious throughout the bushedo-dominated Empire for their pacifistic nuticos on life Phoenix shugenja have on occasion refused to harm creatures of the Shadow ands because of their Ingrained abhorrence of violence. It is has earned them the scorn of militant clans such as the I ion and Crab, but even those claus respect the obvious power the Phoemic command, if is not that they cannot harm their foes, merely that they do not wish to do so

Among themselves, the Phoenix are surprisingly prone to disagreement and perty equabbles. The feud between Asako and Isawa families dates to the time of Shiba himself, when the claris founder imparted secrets to Asako that the Isawa desired. Some among the modern Shiba resent their inherited debt to the Itawa, and the newcomer Agasha family feels that the others do not treat their magical methods seriously. Despite these disagreements, the Phoenix do not adow their persons, feelings asward one another to cure their interactions with others. Such maners are clan business, and should not be discussed outside of the family

Allies and Enemies: As befitting such a pacafistic group. the Phoenix have no tradinonal enemies. They have clashed with many clans over the years, but long-term conflicts have been virtually unknown to them. In modern fitnes, they have neutral relations with the Crane, Crab, Unicorn, and Scorpion clans. There is still some resentment among the Phoenix toward the Mantis, who mid siege to their lands during the

years between the Clan War and War of Spirits.

The Phoenix are currently a lied with the Lion against the forces of the Dragon Clan This is an unusual reversal of traditional allegiance for the Phoenix who have clashed with the Ison repeatedly over the centuries because of their

differences in philosophy.

Appearance Samura, of the Phoenix Clan tend to be smaller than the average. They are quick and athless rather than bulky, with practiced movements has seem to flow together like the waters of a river. Phoenix tend to dress in year lows and oranges, the colors of their namesake. They also favor elaborate belins that evoke images of flames of a bird maing into the 9k%

Bonns Languages: Ram: Yohanun

FAMILIES OF THE PHOERIX AGASHA

 Current, Damiyo, Agasha Hamanari (Male Shugenja 10) Until a few generations ago, the Agastra family served the Dragon Clan. For over a thousand years, the Agastia. practiced their strange brand of magic in service to Togashi, the immortal son of the Sun and Moon who ruled the Dragon. Upon Togashi's death at the second Day of Thunder, however, the more a nister Mirumoto Hitomi became the Dragon Clan-Champion H tomis stillization of their and resources in relentless and single-minded propert of her personal goals. offended the elders of the Agasha family, and in short order they did the unthinkable they forwook their yows to the Dragon and forned the Phoenix Clan

Among the Phoenix, the Agasha have found the freedom they once enjoyed authough they do not yet have a full measure of respect. The Isawa family considers the alchemical sevie of magic that the Agasha practice attle more than an oddles, and do not bother to learn it. Ultimately, the Agasha consider this of little consequence, as they are free to pursue

diear own agenda

- Favores Class Shugen;a
- Starting Honor 5
- Class Skill: Aichemy
- Starting Outfit (Choose one)
 - I One 2nd leve, and six 1st level divine scrous (no Water spells)
 - 2 One poton of fire weath

ASAKÓ

Current Damyo: Asako Toshi (Male Inkyo 12)

The Asako are perhaps the most enigmatic family in the Empire, for they hold a mysterious secret passed on to the onginal Asako by Shiba in Rokugana earliest years. Ever since that time, the Asako have kept to themselves, practicing their own brand of magic and theo ogy giving rise to a mysterious sect of samurai known only as the Asako Henshin. The Henshin are rumored to hold the secrets of immortality but he one has ever been able to confirm this, much to the chagrin of the Isawa family

For all their mystique, members of the Asako family tend to be good natured, outgoing individuals. They enjoy traveling the Empire and experiencing afe. It is said that traveling with an Asako brings good fortune to a party. but that asking them about their secrets will bring the disfavor

of the Formnes

- Favored Class: Inkyo
- Starting Honor 5
- Class Skill: Concentration
- Starting Outfit (Choose one
 - 1 One 2nd level and six 1st level divine spells (any element)
 - 2 Masterwork bo staff and 50 koke





27000

* Current Daimyo: None. The Isawa family is ruled by the Council of Elemental Masters, currently consisting of Isawa Iaeruko (Earth, Female Shugenja 19), Isawa Horbu (Fite Male Shugenja 7, Elemental Guardaman 10), Isawa Riske (Water, Female Shugenja 10/Inkyo 3). Isawa Nakomuto (Air, Male Shugenja 11) and Shiba Ningen (Void Male Shugenja 7/Void Disciple 10).

he teams are the undisputed masters of the magical arts in Bokugan. No other family in any clan can boast their sheer numbers of shugenja, nor the depth of training that they achieve. The Isoma proud of their renown, often look down on students of other shugenja schools as lesser practitioners of the arts. Other shugenja may resent this condescention, but the Isomas power is so respected that it ultimately makes little difference.

The Isawa family essentially rules the Phoenix Clan despite having no direct ancestral ties to a Kami. The Council of Elemental Musicus makes all a guilleant clan decisions, much to the consternation of the Shiba daimyo, who is ostensibly the clans Champion.

- Favored Class: Shugenja.
- · Starting Honor 2
- Class Skill Spell craft
- Starting Outfit: (Choose one)
- 1 One 3rd level and two 2nd lave. divine scrolls (any stement).
- 2 Two 2nd level and six 1st level divine scrol. (any element)

SHIBA

 Current Compo: Shi ha isakune (Female Sami rai 7)

he Sh ba family descended from the Kami of the same name, is unique in Rokugan. Ostene, bly leaders of their clan, the Phoenix Clan Champion nonetheless bows to the wishes of the Isowe family's Elements. Masters This state of affairs dates back to Shibas yow to Isawe, at the beginning of the Empire, to always protect and defend isswest descendants. The Shiba continue to bonor that promise.

The Slaba main ain the only bush schools of the Phoenix Clan. Compared o bush from other clans however, they are much more subdued and contemparive. The Shiba believe that patience and honor and to victory, and thus tend to be far less aggressive and more meditative than one might expect from a bush!

The Shibs style of combat is defensive partly because of their training as defenders of the Isawa.

- · Favored Cass: Samura.
- Starting Honor 3
- Class Skill: Any one Knowledge skill
- Starting Outflt (Choose one)
 - 1. Masterwork ashigaru armor and 25 koko.

Acolyte of Void

2. Wakizashi, eshi garu armot

THE SCORPION

Current Daimyo, Bayushi Yofiro (Male Samurai 5/Courtier 5/Emerald Magistrate 9)

Every bright star and Sun must cast a shadow somewhere. When Hanter brought the light of his rule to the people of Rokugan, he commanded Bayushi to stand in like shadows of his Empire and Jestroy, hose

that would strike at the Emperor or Empire from the darkness. Bayushi's duty was to protect the Empire no matter the cost. He knew is would stain both himself and his followers to obey Hantel's command, but he did not flinch. Since that day, he Scorpton have become aware of or involved in every shadowy dear, inside the bordets of the Empire, and several ourside. Some Scorpton samural see the tasks they must perform as necessary duties for the good of the Empire. Others find the resources of their cash to be avenues to personal power. Some see no difference between the two.

Many Scorpion are among the most cheerful and inviting people in Rokugan. With their reputation as back trabbers, this was liars, and slanderers preceding them, most Scorpion do not bother to intimidate each person they meet. Scorpion are intelligent and crafty, excel-

lent friends and deadly enemies. A Scorpious loyalty can be counted on once easied — the clan has no need for a Scorping who cannot remain true to those worthy of their trust. Once you can count one Scorpion among

your true aftes. It's not a far stretch to say that the whole clan is your ally Of course knowing whether or not a Scorpion's smile is true, a snother matter completely. Every Scorpion can mere just as menacing as they

are welcoming, and a Scorpion's anger can ead to the dishonorable deaths of entire families

Before the first day of Thunder, the Scorpion were brutally pumished for the eases singuion of Hanter XXXVIII, and their family names were stricken from them. When it was later revealed that Scorpion daimyo Bayushi Shoju had attacked the Empero. In an attempt to prevent the return of Fa Leng he maines and stantage of the Scorpion Clanwere 188 ored.

Once again, shortly before the War Against the Shadow, the Scorpion were exiled for their apparent connection to Emperor formula disappearance. When it was revealed the Scorpion were not

truly to blame, it was their mastery of the shadows that proved the tindoing of the Living Darkness at Oblivion's Gate.

he sudden death of Emperor Toturi in the lands of the Scorpton has marred the Scorptons reputation for a third time Though no syndence at all implicates the Scorpton in this incident, many distrust the clan of scorets more than ever

Philosophy: Every Scorpton worth his family name remembers Bayushi's promise to Hanter protect the Empire, no matter the cost to self, c an, or honor Though al. the class claim that they would give their lives for the Empire, none but the Scorpton openly proclaim that they will throw away their



honor at a moments notice should it benefit Rokugan A Scorpton deals in secrets was, and truths, pedding the host two and keeping the last No matter how well you believe your darkest secret kept inever doubt that some Scorpton has already learned it

Allies and Enemies. The Scorpion can at present count only one can as an ally—the Dragon. They realize that perhaps only the Dragon can truly understand the duty they perform for the Empire, as the two cans seek secrets and truths in places many fear to treat. It was the Dragon's assistante that advised the Storpion of retraint their and after being banished for the disappearance of Emperor Drurt the First over thirty years ago. Though the Dragon have never attempted to call in the debt they are eved the sudden outbreak of war between her and bay was ted for to prove their worth in their alless.

Though many openly despise the Scorpion very few large groups eatch the full anger of the clan Currently. the Scorpion are directing their efforts to seeking out and destroying the one and other Shadowlands creatures reported haunting the Shinomen Forest. The Mantie are hostle toward the Scorpion, but the Scorpion considered the conflict concluded with the death of Yoritomo Aramagu, the only Mantis who had directly offended them. Though the Scorpion want no further conflict with the Mantis, they watch Kitao and het followers closely. Outside of the clans, the Scorpion are cuttendy thicking down two groups — the remaining Goja and Ninabe who were left by the defeat of the Living Darkness, and a group known as the "Kolat." The Shosuto, led by their daimyo Yudoka hunt the last of the Goju and Ninube Lines, working to extinguish the fine, remains of the Living Derkness. The Kout, a group that Bayush, Kachiko stumbled upon during the Clan War have proven a more carry for - the Scorpina know only that the return of Shi njo dealt them a great blow, and have been unable to contact the organization since

The other class are of little interest to the Scorpion at the present. Though there has always been animosity between the Crane and Scorpion, the Crane's current war with the Crab has taken most of the Crane's attention off the Scorpion, which has spatked the Scorpion to act in kind as they direct their efforts to their own plots. The Lion and the Phoenix, while not formal enemies of the Scorpion, are currently at war with the Dragon, the Scorpion's ally. It is perhaps only a matter of time before the Scorpion openly declare war on the two class.

Appearance: A Scorpton can be easily identified by all mask. The conundrum of the first Bayushi was that he wore a mask to announce to the entire world that he could not be trusted. The deep crimson and black colors of the Scorpton are prominent on any claim member's clother and mask. Though not as handsome as the Crane, many Scorpton are expired y beat it. Sil, their flowing long hav accentuating their angular features. Bonus Languages. Ashalan Mexhem, Senpet, Nezumi.

FARILIES OF THE SCORPIOR

 Corrent Dalmyo: Bayushi Yojiro (Male Samura, 5/Courtier 5/Emerald Mag.strate, 9)

The Bayushi are descended from the Kami who founded the Scorpton Clan, and lead the clan both in the courts and battle fields. The Bayushi are generally the masterminds of the many plots the Scorpton are working at any one time, and are the largest, most dangerous of the Scorpton families.

A Bayushi is a typica. Scorpion, come, y and cunning plotting your end as soon as his head dipe to how to you. They are ruthless tacticians in battle, preferring guerrilla and diversionary factors to more traditional worfers.

- Favored Class: Rogue
- · Starting Honor t
- Grass Skult Diplomacy.
- · Starting Outlit, (Choose one,
 - Katana and 50 kokt.
 - 2. Mas erwork valm, and 20 arrows

SHOSURO

 Current Daimyo: Shosuro Yudoka (Maic Fighter 6/Ninta . 2) The right hand of the Bayush, is the Shoauro family. The first Shosuto was known as Bayushi's Daughter though It is debated to this day whether Shosard was man, worden, or riesther. The Shosoro are agree, actors, and name, and their province is the art of creating false lives, fake histories, and empty truths. It is the infamous (though spoken of only in rumor) Shosaro Dojo that produces the clan's ninja, and the Shosuro Butel are among the most famous actors in the Empire. They are the eyes and ears of the clan, pretending to be shything necessary to learn what they must and then fading away like the morning dew. The Shosaro ninja were once pawns of the Living Darkness, using the magic of Shadow Brands to give their assassins and minja superhuman powers. even though they aid not know what force lurked behind them. Since the defeat of the Darkness, the Shosuro have forsworn any use of the Brands, but they are no loss dangerous

By domesnor the Shosuro and Bayush tend to be much alike. Lowever, the Shosuro serve less as leaders of the clan and more as quiet spies, allowing their Bayushi cousins to saind in plain view of everyone while they work quieter plots.

- Favoret, Class, Nigga
- · Starting Honor 1
- Class Sk. I: Potson
- Starting Ourfite (Choose one).
 - 1. Diaguise kit and one vial of cobra poison
 - 2. Masterwork arguebl and ashigaru armer

SOSHI

• Garrent Dainyo, Soela Untori (Female Shagen, a 8/Nia, a 4) The Soeni, founded by Shosuro after she faked her death upon returning from the Day of Thunder, trains most of the Scorpion's shugenja. They specialize in air magic, focusing on distraction, illusion and confusion. Soely shugenja can turn the tides of a bettle, causing opponents to miscalculate the position or a ze of a Scorp on army, or become unable to fight effectively. Though the Soeni delived into the mysteries of "Shadow Magic" in the past, when it was revealed as an extension of the Living Darkness, the Soeni, shunned it completely.

Soam tend to be more cynical than typical shugenin. The Scorpion are infamous for their negative opinion of the Tao of Shunsei, and the attitudes of their shugenia show it. Many Soshi tend to revere Bayushi above other Kam, or Fortunes, and possess a dry, disturbing sense of humon.

- Favored Class, Shugen a
- · Starting Holio, 1
- Cass Skill: Innuendo.
- Starting Outlit. (Choose one)
 - . One vial of night milk poison, two divine scrolls (one 1st level one 2nd) (no Earth speals).
 - Wakizashi, two 1st level divine scrolls (no Earth spe ls)



YOGO

Current Damyo: Yogo Koji (Male Shugenja 13)

The family of the Yogo is a contradiction — they are doomed to bettay those they love, a curse first laid upon their founder Yogo. They were charged with the care of the Black Scrolls, twelve scrolls of epic black magic that scaled the soul of the dark god Fu Leng. Originally Yogo's curse was blunted by the dea that Yogo held no love for the Scorpion, making him the perfect guardian of the Scrolls, However, the curse came full circle-when Yogo Junzo, a vassa, naterly devoted to the service of Bayushi Shoju, determined to avenge his slain master by opening the first of the twelve Scrolls beginning the release of Fu Leng from his prison. Now the Yogo have become a family of shugensa dedicated to finding the secrets of the Shadowlands, a path which the Kum have already walked for over a thousand years. However, the Yogo believe the unique perspective of the Scorpion gives them an advantage in their research the Kuni do not possess.

The Yogo themselves are best described as disturbing. They tend to be than to use point of emaciation, their masks clinging to bony frames and frail skin. Their shugenja speak in low, raspy tones, and have a mind that a torruter or even an on-

could appreciate

Favored Cass. Shugenja.

Starting Honor: 0

Class Skill: Knowledge (Shadowlands)

Starting Clarfer (Uhoose one).

1. I'wo 2nd level divine scrolls (no Earth spells).

 Six 1st level divine strolls (no Earth spells) and one and level maho scroil.



THE UNICORN



Current Daimyn. Moto Gaberts (Ma e Samurat 5/Moto Avenger 10)

The Unicorn are a clan of oursiders. Directly following the first War Against Fu Leng. Shinjo and her followers, the Ki-Rin Clan, those to explore the lands outside of the Empire. They did not return

for eight hundred years. They remined with a new name—
the Unicoto Clan—and a great deal of gapes technology,
magic, and customs. What resulted was a strange amalgam of
Rokugam tradition and gapen ingenuity. The Unicoto have
taken the best of both worlds to create a strange hybrid culture
unlike any other. The wise have learned not to misjudge the
impredictable Prople of the Wind.

Though many consider the Unitorn a rustic clan it is in fact an extremely wealthy clan due to its healthy (and unsanctioned) made in materials from outside Roxugan. They do not make a great personal show of their wealth with fine clothes as a Crane or Phoenix might but Unicorn palaces are works of extraordinary existic beauty that must be seen to be believed

Philosophy Unicorn tend to be blunt, straightforward, and extremely curious. While other samurai learn to be content with what they have, Unicorn tend to be restless and ambitious A Unicorn slaways wants to know what he over the next rise, what he might discover past the next patch of forest. They are natural explorers, with a strong normalic tradition. The few permanent ciries and cautles within Unicorn lands seem to be constructed more out of a courtesy to visitors rather than any desire on the Unicorn's part to settle in one place. Due to their strong normalic traditions, the Unicorn rely heavily upon borses to get from place to place A Unicorn stranded in the wilderness with no steed may well die and for this reason the Unicorn treat horses with respect and reverence

Like the Ctab (with whom they are often compared) the Unicota place great value on honesty and trast Unicota keep few secrets from their true friends, and hold a latter enouty for those who betray their trust. The Unicota extend this trust even to their own peasants, whom they treat with greater respect than does any other Great Clan.

Unicorn tend to be more open to new ideas than most other clans. They are not quite as condemning of outsiders (as they were once outsiders themselves). Some think the Unicorn crass, provincial, or outright stupid due to their inability to adapt to Rokugani culture after over three hundred years in the Empire. In truth, this is not due to any failing on the part of the Unicorn. Many Unicorn the floir want to adapt. What their ancestors discovered in their travels on size the Empire serves them well to this day, and they see no reason to discard their culture.

Allies and Enemies: The Unicom are unique in that they do not have any long-term allies or enemies. Their position outside normal politics keeps others at a distance. Their normalic lifestyle often leaves potential enemies uncertain where exactly to special an attack. As a restut, the Unicota are often merely agreed.

Unicarn diplomats use this to their advantage, Though the Unicom Clan has only been directly involved in a handful of Rokugani wars, the assistance of Unicorn cavalry has been a factor in every major conflict since their return to the Empire The Shinjo take advantage of these opportunities; and study



the factics of every clan; Great and Minor. The Unicorn know how to counter the factics of nearly any fighting force in Rokugan with their superior mobility and impredictable factics.

The Crab are a notable exception to the Unicorn Clan's neutrality. The Unicorn have assisted their southern mighbors on many occasions over the centuries since their teture, and the Cran have endeavored to keep the Unicorn on friendly terms. In the last generation, a marriage between the Shinjo and Hida houses comenced the alliance and the Clans remain close a key to this day.

Appearance: Unicorn tend to be short and stocky, with blunt features and dark akin. Many have a weathered appearance and a how-egged stance from long hours riding against the wind. They tend to wear their how his variety of exerts—tome would say berbarie — styles, and gostees are common

Bonus Languages: Moto, Machem, Naga, Senpet

TARILLES OF THE UNICORN

HORIUCHI

- Carrent Dannyo: Hortstein Shem. The (Male Shageng 8)
 The Hortstein is an extremely small family composed
 of Hortstein Shem. The his immediate family, and a few
 vassals. Their present task is the protection of the Shinomen
 Forest home of the sleeping Naga Though the Horiuchi are
 few in number they take their task extremely seriously, and
 bring the powerful magic of the ribech accessors to beer
 against any who threaten their sleeping charges.
- Favored Class Shuganja
- Starting Honor: 2
- Class Sistl. Spederalt
- Starting Outfit (Choose one)
 - 1 Two 2nd level divine scrolis, two 1st level divine scrolis (no Fire spells).
 - 2. Horse (light war, 30 hp), six 1st level divine scroke

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Current Damyo: Ide Tadan (Maie Courtier 20,

The Ide family follows a philosophy it calls wanted "the house of peaceful warriors." Though they understand and respect the martial traditions of their cousins in the Utaku and Moto, the Ide follows path of strict pacifism. Those accustomed to the brutish, merciless reputation of the Unicorn are often startled by the cunning minds and peaceful dispositions of the family. Though Ide practice the "barbatic" traditions of the Unicorn, they understate the customs of the Empire and are expert courtiers, shifting effortlessly from their own practices to Rokugani social conventions. The Ide forge alliances with other clans and monitor the courts for information that may be of interest. In many ways they are the eyes and ears of the Unicorn, and though the Moto despise their pacifism they cannot deny their effectiveness.

- · Favored Class: Courtier
- Starting Honor 2
- Class Skult Diplomacy.
- · Starting Outlite (Choose one)
 - 1. 350 kom
 - Royal outfit (See the Player's Handbook^{ta}), horse (light war).

IVCHI

• Corrent Damyo, Lochi Yue (Femate Shugenja 14)
The Luchi are the accepts of the Unicota religious traditions, a strange mix of gailin philosophy and hain, magic. Lochi magic is unlike the magic of other Rokugani shugenja, focusing instead on the powers of nature and on personal identity. The luchi are extremely secretive, especially for Unicota, Past experiences with the Scorpion have sed the Luchi to be extremely tericent about sharing their mystic arts, and it is rare for outsiders to be admitted to their school.

Bavored Class Shapenia.

Starting Honor 2

Class Skill, Knowledge (Spellcraft)

Storting Outfit (Choose one)

1 Two 2nd covol divine scrous, two 1st level divine scrolis (no Fire speals,

2. House (Light war, 30 hp), six 1st level divine scrolie.

CTCM

 Current Daimyo: Moto Gaheria (Male Samurai 5/Moto Avenger 10)

The founders of the Moto were not Rokugani at all but the Ujik hai, a race of savage wanderers whom the Unicorn encountered in the desert beyond Rokugan The Ujik-hai swore fealty to Shinjo after their defeat at her hands, and have been loyal followers of the Unicorn ever since The Moto are a grim, pragmatic family with undemable skill in compat Some would go so far as to call them "savage," but never within earshot. The Moto Write Guard are among the most terrifying betaerker warriors in Rokugan. It is a Moto custom (and an unusual one-for samural) to allow an enemy the opportunity to surrender, wholld the enemy deny this single apportunity, the Moto about no mercy.

For many years they were hounded by a launted offshort of their family that referred to themselves as the Black Guard. The Moto dedicated themselves to the extinction of this group, and many believed their marchiess savagery was a result of their quest for purity. However, now that the tenuty is clean of the Taint they are no loss violent.

Since the Bettle of Oblivious Gate, the Moto have ruled the Unicorn Glan. However, the true daimyo — Moto Gaheria is extremely elderly and leaves much of the responsibility of Juling the tion in the hands of his son, Moto Chagatai (Sanural 5/Berserker 7).

- Favored Class Bersetker
- Starting Honor 1
- Class Skil. Ride of Knowledge (Shadowlands).
- Starting Outfit (Choose one)
 - 1. Horse (light war 30 hp), studded leather bording.
 - 2 Masterwork no-dachi, 50 koku.
 - 3. Lamellar armor house (light war), 50 kokt.

SHIRTO

 Gurrent Daunyo, Shinjo Shono (Male Ranger 2/Samurai 3/ Shinjo Explorer 4)

he Shinjo had ruled the Unicorn Clan ever since it was the Ki-Kin tilan but a generation ago the kami Shinjo returned and removed them from that position and designated the Moto as the new leaders of the clan. The exposure of damyo Shinjo Yokatsh as a Kolat Master shattered the clan's faith in the Shinjo, and as a result they must struggle for respect and acceptance even among their own people



The Shinjo are viewed as a "socied" family and other Unicom often aword them. Many have abandoned their family's queer for redemption and instead embrace their role as explorers, hinding the peace in the wilderness that will forever be denied them among other samura. The Shinjo are also expert animal trainers; their war dogs and trained falcons are legendary.

Eavered Class: Ranger.

Starting Honor, 2

Class Skill: Ride or Handle Animal or Wilderness Lore

Starting Outlit. (Chaose true)

1. Horse (light war, 30 hp), studded leather banding

Masterwork no dachi, 50 koku.

3. Lamellar armor, horse (light war), 50 koku.

UTAKU

 Current Damyo: Utaku Xieng Chi (Female Samurai 7/ Barrie Maiden 8)

The Usaku are bold, brash, and headstrong even by Unitorn standards. The founder of their clan swore no oath of featry to Shinjo — some was necessary. They strongly believe that the sincerity of their actions speaks for them, and that so long as they maintain the purity of their honor they cannot fail.

This matriarchal family is ruled by an organization of samural to known as the Utaku Benle Maidens: the single greatest cavalry force in Bokugan. Male samural may not pain the Battle Maidens. In fact, male Utaku are includen to note the line steeds of the Utaku. Most choose not to ride at all.

The Utaku are extraordinarily loyal to one another, and tend to be condescending even noward other Unicorn finishes. Some might call their clitist and arrogant. The Utaku would argue that any contamination of their purity would sap their strength.

Until about a generation ago this family bore the mane "Otaku," but it changed after the Kam Shing purged the Kolar saffaction, Their new mane symbolizes the each they swore anew to Shing, an each that requires no words, only action

- Favored Class: Samura.
- Starting Honor 3
- Class Skill, Ride.
- Starting Outfit (Choose one)
 - 1 Horse (heavy war)
 - 2 Masterwork naginate (50 kolm)

Though the claus are loyal to the Emperor and his dynasty, they have many times taken actions that placed their own interests above those of the Imperial Throne. The families of Otosan (Ichi and its surrounding provinces, however, are the family of the Emperor binself, and can never separate their livelihood from his. The three families of the Emperor serve him directly, ensuring that his power does not tely utterly on the might of the claus. They are as diverse as the families of Redergan, united only by the purpose of serving the Emperor. Unlike the claus, they are not collectively biased toward a particular duty, and are therefore hard to stereotype.

The Seppun are descended from Lady Seppun, who was given a message by Lady Sun herself at the dawn of

the Empire, and her line serves as the personal bodyguards of the Emperor and his family. They also are spirarual leaders and close to the Phoenix, and make up much of the Imperial Guard. Suppose bushi are universally respected as honorable sumuras with a supernatural sense of danger. The Otomo serve as the Emperor's courtiers and spies, speaking with the grace of the most charismatic and powerful Dop, nobleman, and after to spin initigue that can trap even seasoned Scorpion. They are also responsible for the secret duty of ensuring that no clan or alliance grows able to challenge the position of the Emperor The Miya family serves as the heralds of the Emperor's word. The first Miya carried the news of Fu Leng's defeat across Rokugan, bringing hope and the Emperor's Blessing (later to become a formal rebuilding program) to a war-town Empire Of all the Imperial families, it is the Miya who trivel most, attempting to bring peace where war rears its agly head. Though few realize it, the Miya place their lives on the line far more often than the Seppun

Philosophy: Serve the Empire. Serve the Emperor The Imperial families are the keepers of the Empire as well as the Emperor, and as such, they tend to be the most refined and capable families of the Empire. The Seppan protect the Emperor himself, and should they fail, the Empire would fall into chaos. They are as religious as the Dragon of Phoenia. as they are the personal caretakers of the head of the Shintao religion — the Emperor. A Seppun is generally quiet and watchful. The Otomo are the keepers of the Empire's balance, and withour it, the one on the Throne could become a pupper. They must constantly be on warch ake their Seppun cousing, albeit for different threats. Like the physical dangers the bodyguards watch for the Otomo must constantly be ready for the unseen plots that could break the power of the Steel Throne They are generally the most affable of the imperial families, thanks to their perpetus, visits to the courts of the clans. The Miya are the keepers of the Empires peace, without which the Simpire would weaken from constant war Where the Otomo must keep ony can from becoming too strong, the Miya must ensure that they never become so weak that they cannot rise to defend the Empire The Miya tend to be the bluntest of the Imperial families. Unlike the Seppun or Otomo, they do not goard the Emperor but instead go out into the Empire and enforce his will The Miva catry the power of the Emperor hanself, and are not to be infler with

Allies and Enemies. The imperial families have no ourstanding enemies or allies in the Empire. As the direct agents of the Emperor, they cannot afford to favor any clan over another. Even the Seppun, who have always maintained chose ties to the Phoenix, make sure that they keep that clan at arms length, the Otomo keep close ties to the Crane and Scorpton, the clans most active in the courts. The Miye tend to be the least popular of the Imperial families. They are the smallest, least powerful and are the Imperial agents dispatched to half the piots of clans when their plans seem dangerous to the throne

Appearance: The Seppun are the physically largest and most intimidating of the Imperial families. They are closely tied to the line of the Haptet, and they carry the weight of the Son of Herven on their shoulders. They are broad-shouldered, tall, and stern of face. The Otomo tend to be the smallest of the three families, preferring the courts as then hattlefield. Many Otomo shave their heads in deference to the wisdom of Shanset, and carry themselves with a noble air. The Miya are perhaps the most common hooking, as they constantly find themselves on the road doing the work of the Emperor

Bonus Languages: Any.

トポアミマトスト チスポルレミら

THE SERFUR

Current Jamyo, Sepp. n Homitaka (Male Samara, 7)

Emerald Magistrate 11,

Lady Seppun was the first human to swear feelty directly to Henral instead of his prothers or sixters. She was a wise woman, who was said to have heard the voices of Lady Sun and Lord Moon. When Shibs recorded the Tao, Seppun supported it in the courts of the Emperor, and worked with the Phoenx to unify Shinsers words with the wisdom of the Isawa. The Four Temples in Seppun lands, the home of Shinsersm, are considered among the holiest places in the Empire. The Seppun are closest in relation to the Emperor by station, and are always in the graces of the Imperial Throne. Every drop of Seppun blood is accurated to the protection of the Emperor, and every Seppun who law down his life without a second thought to save the Emperor Though many samural claim the same, none question the seppun's yow, nor the fact they are the most likely to have to prove the

- · Favored Class: Samurat
- · Starting Honor 3
- · Class Smil. Sense Motive
- . Starting Outfitt (Choose one)
 - 1 Masterwork lamel at armor.
 - 2 Wakizash, and 50 koltu

THE OTOMO

 Current Damyo: Otomo Hokeruliane (Female Contrier N/ Mostermand 4)

The Otomo share a direct line to the lost Hentes, as their founder was the son of Hants: the First. While the family did not have a true purpose at first, during the rulership of the Gozoku the Otomo hosped Hanter Yugozohame (Hantet VII) break their power and restore the Emerald Throne to its rightful ascendance The Otomo have since worked behind the Emperor and the Seppun, keeping the powerful clans in check when needed. The Otomo are used to their position as honored but seemingly unimportant courtiers and officers of the Emperor's administration. Like the Scoupion, they value the ability to move unnoticed among others, their securingly hermiess questions and comments bringing about changes for the henefit of the Emperor Although the Otomo are responsible for many of the forms of traditional Rokugani .aw and government, no one seems to hotice their influence The Otomo are quite comfortable with that

- · Favored Class Courtier
- Starting Honor: 3
- · Class Skill Intentdate.
- Starting Outfit (Choose one)
 - 1 350 koku.
 - Royal ourfit (See the Playor's Handbook**) and 150 koku



THE MINA

 Current Daimyo: Maya Yumi. Female samutai 5/Lourtiet 5/ Bingraid Magistrate 6)

After Fu Leng's defeat. Hanter the First lay dying in his bad. The First Emperor's final decree was for a somural named Miya to spread the word across the Empire of the victory over the Dark Kami When Mays returned to Otosen Uchi Hante: II was crowned with Seppun and Otomo at his side Hante, Genji's first edjet was to make room beside his throne and within his palace for the family of brave and tireless Miya. The O one played no small part in this, and to this day the Miya and Otomo have strong ties. Since mat day, the Miya have served as the Heraids of the Emperor, compelling the clans to neace when they can, and carrying the Emperit's law where they must. Only once in the history of the Empire have they fulrered - shortly before the Clan War began in carnest. the mantle of the Miya dalmyo was taken up by a selfish and flarce man, Maya Satoshi, Raised by the Jon, Satoshi allowed the war to spread without his interference, eventually consuming the Empire Satoshi's cousin Yumi replaced him after the Clan Wer, but the Miya were still too wounded by that conflict to stop the Empire from going to war with itself a second time when Toturi the First was ladnopped Today. Yum, has brought glory back to the house of Maya, and stands ready to prevent war once again where her family has recently failed twice

· Favored Class. Courtier

Surting Honor, 2

Class Sk.d. Diplomacy or Knowledge (Nobility and Royalty).

Starting Outfly (Cadose one)

1 Royal outfit and light war-home

2. Masterwork lamellet armor and light house

THE MIROR CLARS

The Great Clans of Rokugan (with the exception of the Manta) all descend from the original Rami who founded the Empire. These are not the only clans that serve the Emperor, however Throughout history a number of samura, have been granted clans of their own for meritorious service, their claus are called Minor Clans. Minor Clans survive by Imperial Buict, no Great Clan is allowed to declare war on a Minor Clan. However, a Great Clan may constitue an insult from a Minor Clan as a declaration of war Minor Clans therefore tend to either avoid polytics entirely or seek the favor and protection of a Great Clan.

Due to the savage War of Spirits and the recent assimilation of many Minor Clans by the Crab and Mantis, there are currently fewer Minor Clans than at any point in recent history. The current Minor Clans are as follows

BADGER - ICHIRO FAMILY

"Current Datesyn Trhito Kihongo (Righter 9/Samutal 1) the Badger Clan is an addity. The family's ancestra, homes in the distant north were destroyed three decades ago by a terrifying out summoned by one of their own shagenja Most of the family was slain as well, leaving only those lichito wandering Rosugan to carry on the name of the Badger The Hanter died before he had the opportunity to revoke their Minor Clan status, and Totun the First allowed them to keep their clan name as a reward for their aid in his campaign against Fu Leng. As a result, the Badger are a clan with no home



The primary objective of the Badger is to rebuild their class. They constantly seek opportunities to increase the wealth and holdings of the Ichiro, so that their castle may be rebuilt. Usually this amounts to merceisary work or underhanded swindling, which contributes to the general impression of Badger samurar as glorified room. In the Badger's mind, it's all for a noble end, in letting them retain their name, the Emperor gave them a second chance. They would not be so dishonorable as to waste the Emperor's blessing.

- Favored Class: Fighter.
- Starting Honor 1
- Class Skul Wilderness Lore
- Starring Chaffir Masterwork Ono, Partial Armor
- Bonus Languages: Yohanjin,

FRAGORFLY - TORBO FAMILY

• Current Daimvo Tonbo Dayu (Fighter 5/Samuras 3)
The Dragonfly were founded in the wake of a complex dispute between the Oragon and the Lion, and their family bears both Oragon and Phoenix blood Though they practice magic in the manner of the Isaws, the Tonbo family have always embraced a philosophy of growth through change more compatible with the ideals of their Dragon cousins. For many years they served the Dragon or go-betweens with other Great Claus. With the onset of war between Dragon and Phoenix, the Dragonfly were caught in the middle, and over half their number were slain in the opening conflicts by the armies of Akodo Ijiasu. It is a wound the Dragonfly intend to see repaid in full.

- Favored Class Shagenga
- Searing Honor 2
- Class Sk.ll. Spellcraft.
- Starting Outfit: Two 2nd level divine scrolls.
 rwo 1st level divine scrolls (no Fire spells)
- Bonus Languages: Yohonjin

FOX - KITSURE FAMILY

 Current Deintyo: Ryoset (Shogenja 6/ Ratiget 8)

When Shinjo departed Rokugan many centuries ago, some of her number remained behind These Ki-Rin become the Fox Clan, and maintened their independence even after the Unicorn returned from their journeys. The Fox live deep in the heart of Kasune Mon, and have a deep understanding of the kami as well as the animal spirits of Chikushudo (see Chapter 5, page 174). Some believe that the Fox carry the blood of the kasang spirits from whom

they take their name, and the Fox do not dispute this belief.

Though they have been allied with the Wasp, Spatrow Crane, and Mantis in the past, the Fox are fiercely independent, They have a long rivalry with the Hare Clan.

- Favored Class Ranger
- · Starting Honor 2
- Class Skill: Spellcraft.
- Starting Outlir Choose One
 - 1 Two 2nd level divine settles, two 1st level divine settles (no Air spells
 - 2 Masterwork Yari, potion of cure light wounds
- Borus Languages: Chikushado

HARE - USAGI FAMILY, UJINA FAMILY

Current Dalmyo: Usaga Ozaka (Samurai 1/Rogue 3)

The Hare were founded after the second Rise of Iuchiban, a teward to the heroic roma Reichin for his scalless bravery against the Bloodspeaker armies. The Hare are motoriously elever, one of two clans in Rokugana bistory to have been destroyed and subsequently restore their status. (Liumially, the other clan to do so is the one that destroyed them, the Scorpion.) Hare samura are known for being quick, elever, and lucky. They are also savagely intolerant of Bloodspeakers of Rolat agents, as both groups are sworn enemies of the small clan. The Hare have many friends among the Dragon and Lion Clans, and are hostile toward the Scorpion and Fox.

The Hare have still not entirely removed the stigma caused by their loss of Clan status two decades ago, though every Hare works to that end in

one way or another

The Ujina lamily tormed only a tow decades ago, and serve the Ham as archers and spice. Ujing characters are mechanically identical to Usug characters

- · Favored Class: Samura:
- · Starting Honor, 2
- Class Skill, Lore (maho) or Jump.
- Starting Outlit Masterwork yard or nodaths five fingers of jade
- Bonus Languages: Ont Goblin.

MORKEY

 Curtent Baimyo: Toku (Commone: 3/ Samura: 7)

The Monkey Clan protects the Emperor's law Founded by a member of Emperor Toturi's comin acmy and fiercely loyal to his family many consider the Monkey to be an Imperial Family with decusions of clan status. The Monkey are friendly and good-natured, with a philosophy that mixes a strong sense of honor with an easy-going sense of humor Almost al. Monkey samurai are Legionnaires or Imperia.

Courdsmen, union they have been arrighed by Lord Toku to guard the Vigilant Keep of the Monkey itself. Most members of the Monkey Clan have no name, though a handful have taken the Toturi name in service to Toturi Taudao. A very small family known as the Fuzake also serves the Monkey this family

of shugenja recently split from the Yasaki and received us name from Emperor Total.

The Monkey as a whole do not favor any of the Four Winds, but each is free to swear his fealty to one or another of Totari's children The Monkey Clan has no enemies though some Scorpion resent the fact that Totati granted them a province in formerly-Scorpion land

- Favored Class: Samurai (Shugenja, if from Forake family).
- Starting Honor 2

Have Clan Summer

- Class Skill-Knowledge (Bushido)
- Starting Chitfir Masterwork lame, at atmot, 50 koku.
- Bonus Languages: None



OX

Lutrent Daymyo Marito (Ranges 4/Samurai 5/Shinid

Explorez 4/Kolat Agent 2,

The youngest of the Manor Clans, the Ox came into being when Shinjo Morito was granted clan status for his valor during the War of Spirite. As he and many of his followers agendy occupied Phoenix land, Tomai formally granted them that territory. The Ox share their Unicom founder's disdain for etiquette and social graces, often remaining sequestered in their distant mountain fortress. When they do amerge from seclusion, the cavalry of the Ox are deviatating, combining soud Unicorn tactics with the unpredictable maneuvers devised by Morito hunself. Ox samurai do not have a family

- Favored Class. Fighter
- · Starting Honor ..
- Class Skill, Bluff or Ride
- Starting Outfit Horse (light war, 50 hp), studded leather barring
- Sonus Languages: Yohanjin

SPARROW - SUZUME FAMILY

Current Daimyo Suzume Yugold (Courtier 6/Samurai 2) The Sparrow Clan, an offshoot of the Crane, gained their Minor Clan status during the Rulership of the Gozoku (see the History technic, page 184). The Sparrow follow a path of honorable poverty, dving their aves with as little astentiation as porsible. Since the Suziane are samural, they still live better than most peasants, although Sparrow peasants have a higher standard of living than most in their caste Compared to their Crane cousins, however, they are poor indeed. The Sperrow guerd the Golden Sun Plain, such fields of virgin farmland kept anoccupied by Imperious diet. The trademark weapon of the Sparrow is the sling, a goijer implement they acquired from their Ide allies.

The Sparrow place great importance on oration, though mone would ever accuse them of being interesting storytellers. The kindest thing to say about the tales of the Suzume is that they are always incredibly detailed and complete. Some would call them interminably dul. The Sparrow are not particularly hostile to any one class, maintaining good relations with as many families as possible. In the past they have allied with the Wasp and Fox

- Favored Class Countries
- Starting Honor 3
- · Class Skill: Perform (especially storytelling,
- . Starting Outlit- Royal outlit (See the Piayer's Hendbookin), 20 masterwork sling builets.
- Bonus Languages: None

TORTOISE - KASUGA FAMILY

 Current Damyo: Rastiga färgen (Fighter 3/Rogue 5) The Portoise are a small clan dwelling along the Pennaula of Down north of Otosan Uchs. While their official purpose is to serve as diplomats and couriers for the Imperial Families, they are not an Imperio. Family themselves. In fact, their duties often lead them to labors many see as beneath a true samuras,

In truth, the Tortoises slightly soiled image works to their advantage. They have always secretly served the Emperor as an agglers, spice, and enforcers. Quieter than the Seppun Makere the Toctoise could work with subtlety due to their perceived distance from the Imperial Families. Toturi the First

such as commerce, heavy labor, and interaction with guipin

saw the wisdom to such an attangement and maintained his connection with the Tortoise, though he bestowed official leadership of the clan upon the clan's members themselves. (Formerly the Hanter Emperors had technically been durayo of the Tortouse } With the death of Toturi, his son Hantel Nasetu has seized upon the resources of the Tortoise more than any other Wind, and the Tortoise serve him faithfully in any manner he requires.

- Payored Class, Rogue.
- Starting Honor I.
- Class Skill, Profession (saffor).
- Starting Outfit Masterwork nunchaku kama or paranga.
- Bonus Languages: Any

LOST CLARS

The following are two examples of Minor Clara that no longer exist. Both have been struken from the records of the Ikoma Histories, and most Rokugant do not remembe, that they exist. There may be even more lost Minor Claus a, the DMs cotton.

BOAR - MEICHL FAMILY

The Bust were a family of armorers descended from Crab blood. Roughly six hundred years ago, their clan was wiped out by an ally of luchibans Blondspeakers. The Anvil of Despair was created via the sacrifice of the Boar Clan, and the spirits of the Boar haunt the Twilight Mountains to this day as rhe Shakoki Dogu

- Favored Class Fighter
- Starting Honor 7
- Class Skill: Craft (armover)
- Starting Outfit: Great semor and masserwork armorer's
- Bonus Languages: Ratling, Ons, Goblin, Ogre

SRAKE - CHUPA TAMILY

Another great tragedy of Rokugan's long history, the Snake Clan were compared by a powerful Shadowlands spirit known as the Shuten Dojl in the fifth century the Phoenty were forced to slaughter the possessed Chuda family retainers and banish the Shuten Dojl using powerful magic. A handful of Snake survived, and the seeds of corrupted Snake magic linger in the hearts of their descendents to this day.

- Eavored Class: Shugenis.
- Starring Honor: 0
- Class Skill Knowledge (Maho)
- Starting Ourfits. Two 2nd level divine acrolls, two tat level divine scrolls (no Air spells, may select maho spells with starting outfit,
- Bonus Languages. Oni, Yobanyas.





THE ROUN

Not all simutal have masters. Occasionally, corremstances leave samutal without a lord to turn to, either through the death of their masters or by expulsion for dishonocable action. Cast upon the waves of fate, they must find their own dentity. Though these samutal have no true place in Rokugani society, they are still technically samural. Such individuals are forced to make a living the only way a true samural is allowed through glorious combat. These dangerous men and women are known as rontin, or "wave men."

Philosophy: Romm are a diverse lot, but the factor which unites them all is a need for acceptance. If a romm had moderng to prove, he could simply retire to the life of a farmer. However, the fact that a masterless samural has chosen to make himself a figure of hatted and distrust — as a maner of honor

- indicates that he has sumething to prove.

Routin are often feared, despised, and misunderstood Many clan samurat see them as accidents waiting to happen or grisly examples of the price of failure. Because many rounn turn to careers as mescenaries or bondus, clan samurat tend to stage all routin harshly. To be fair, not all routin are violent brigands. In fact, the vast majority of routin are neither here or villain— they are merely survivors. Even yet, the idea of a warrior with no loyantes, one who follows the way of bushido for no other meson than because his honor dictores it, is an exciting notion to many. Since the ascension of Toturi from routin vagabond to Empetor of Rokugan three decades ago, routin have been romanticized by the Empire's poets and playwrights.

Allies and Enemies The Crane are particularly entolerant of ronin, and only associate with them in the direct circumstances. The Lion hise ronin whenever they need expendable troops. The Crab are very tolerant of ronin, and sometimes grant fealty to tonin who demonstrate their mettle against the

inhabitants of the Shadowlands.

Appearance Ronin descend from the bloodines from all clans, and thus have no unifying physical characteristics. Bonus Languages: Any that would be relevant to the

particular ronto.

ROUN FAMILIES

Route families do not necessarily have any loyalty to anyone outside their family save the Emperor bimself. The three route families presented here are not related to or albed with one another in any way. Those who do not choose to bail from any of these tonin families may instead choose the starting outfit of the sametres family to whom they are most closely related.

HOSHI

Current Leader: Hoshi Wayan (Inkyo 20)

The Hoshi are not a family per se, though their name has been retoguized by the Emperor they are, in fact, a sect of the Brotherhood of Shinsei that follows the trachings of Togoshi Hoshi immortal son of the kami Togoshi. The sect was founded by Hoshi during his exile from the Dragon Clan over twenty years ago, but they continue to operate independently despite their teacher's return to his family. Their current leader, Hoshi Wayan, stresses that true enughtenment is found through the cause of justice 8y pursuing what is good, right, and true one can find true.

peace and tranquillity To this end most Hoshi temain independent of the Dragon. They believe that only by remaining free of entaughing political alliances may they remain free to do what is right

Envired Class: Inkyo

· Starting Honor 2

· Class Skill: Knowledge (Shintao)

 Starting Outlie Masterwork ho staff, potion of cure light bounds.

K 八五マリ

Current Daimyo, Kaeru Tomaru (Rogue 16).

- The Kaeru family has never been recognized by an Emperor Their family name" is in fact more of a nuckname than a formal citle. The Kaeru rule the City of the Rich Erog, and claim descent from the claver frog-spirit who founded the city. While the truth of this claim may be questionable one cannot deny the merchant savvy and underhanded in the cannot deny the merchant savvy and underhanded in the sames of the Kaeru. Their enforcers, the Mathi-Kanshisha, are known for the trademark iron smoking pipes with which they beat their opponents senseless and relax atterward with a smoke. The Kaeru knop on friendly terms with the rine gibbors, the kin corn and Dragon, hey also mountain contact with the Tortoise, for though they are fair temoved from one another they share a number of philosophical and economical bleats. Most class sout even realite the Kaeru exist.
- Favored Class, Rogue
- · Starting Honor t
- Class Skall: Bluff.
- · Starting Outfir (Choose one)
 - t. 350 koku.
 - 2. Musterwork Machi-Kanthitha pipe (See New Equipment on page 51)

YOTSU

Correct Datmyo: Yorsu Seou (Ninja 10/Samurat /)

- The Youn family were founded by Youn Yatoshin, granted a family name when he rescued the son of Hame: XXXV II from the Bloodspeakers. The Youn family's purpose is threefold to protect and mantain the Yatoshin district of Otosan Ucht, in fight the influence of maho in Rokugar, and in recruit new followers for their growing family. The Yousi are on friendly terms with the Hare. Fox, Monkey, and Lion clans, and are staunch enemies of the Bloodspeak ers and the Coju. Yousi Seou, the only surviving child of Yousi Yatoshin, now leads the family with skill and determination. Any ronin willing to lend his sword to the cause of justice may join the Yousi, but those whose honor is lacking are cast exide and told not to return.
- Favored Class: Samuras.
- Starting Honor 2
- · Class Skill Inunidate
- Starring Outlit (Choose one)
 - 1. Minterwork Jitte, parvial armot.
 - 2. Masterwork lamellar armor, no-dachi

THE REZUMI

Before the Empire, there existed a race of large xat-like humanouds that forged a great empire of their own. When Lie Kami fell from the Heavens, Fu Leng made a great crater with



his impact, his corruption forming what is the Shadowlands today. What very less know is that Fu Leng fell in the center of that great Ratling Empire, scattering the Nezumi to the winds Eventually, the Radings formed loose tribes, much like the Clans of the Empire, but far less organized. Without their resources, and now fighting the growing population of oni, stralls, godiers, and other beasts in what was once their boune, the Nezumi know that they may never teclaim the glory of their lost kingdom

The chittering, thieving, and somewhat humorous Nexumi of today are faint shadows of the proud creatures they once year. Many of the tribes live near the Shadowlands, immine to the Taint for reasons that they do not fully know. Others have made smaller, semi-permanent homes across the Empire stealing from the Clans. Though they are much faither removed from the horrors of Fu Leng's realin, they are in just as much danger from magistrates and samural.

The Nezum, are generally kind, a little scatterbrained, and quark on their ferr. It's easy for the civilized Rokugani to look fown on their way of life as simple and backwards. However the wise understand that if a great explosion destroyed the Empire for all time as it had done to the Nezumi, the proud and cultured sammai of Rokugan could just as easity be reduced to such a state. Radings value the safety of their family and tribe above all else, and the surest way to earn the friendship of one is to help ensure that safety.

Philosophy: The three most important aspects of Nezumi life are the concepts of kihach (yesterday), wit (nome or self), and i'thick (dreams). The Rathings view yesterday as more than just the day before the current one. Everything that has come before is "yesterday" Yesterday is as much as an entity as an occurrence, as is its sixt-tak (Tomorrow). When a Mezumi dies, the Rathings say he has been "caught by Tomorrow." According to the lote of the race. Tomorrow, which hates all Mezumi, will eventually catch the last Rathing. When this happens, the last Radii, gwill fight Tomorrow for its power. If the Nezumi wins, he will take Tomorrow's power and remake the race in its former glory. If not, all the Nezumi have been will disappear into dreams. The concept of kuft-m'atch-tak (usung Tomorrow) embraces the more extreme idea that Tomorrow could take any Nezumi at any time, and life must be lived to the fullest.

The Nezami siso believe strongly in the power of names, which define everything that a Rathing is. Everything that aves or has lived passes through the realm of dreams, say the Rathings, and dreams hold the power of all creation.

Allies and Enemies: Almost all of Rokugan shuns the company of the Nazumi who are barbarit, uncultured, inclean, and honorless. The exception, as often, is the Crab, who have long allied anofficially with the tribes of the Nazumi. Their ability to pass through the Shadowlands without being seen, their immunity to the limit, and their knowledge of the deeper Shadowlands make them invaluable assets in the Crabs unending was The Scorpion have historically employed the Nazumi on a frequent basis, but are nowhere near the ashes the Crab are. The Scorpion find that a Rathing's amazing skill at both quick movement and stealth makes them perfect agents — more than willing to break Rokugani laws that they are ignorant of and completely disposable. The Nazumi themselves consider the Scorpion's offers of food and tribkers generous and kind.

The temained of the Empire treats the Nezumi with indifference at best. Known mostly as threves and carriers of disease, most samurar would be more likely to kill a Nezumi than not. This is not to say that a Rokugani will attempt to

destroy every Nezumi he sees, tather, the average human has little respect for the Ratings. Libe peasants, they are mlarated, but few outside the Crab will give a second thought to killing one To the Naga, Nezumi are one thing—food. In the time before the Empire of Rokugan, the Naga were the inesters of the land, and raised the Nezumi as livestock. After the Naga fell into their sleep, the Ratings formed their own empire which was then smashed. The Naga who awoke during the Clan War could not adjust to the furry animals actually having culture and speaking, and attempted to contains at they had before The few Naga awake in the world today still pose a threat to the Nezumi

Appearance: Rathings are easily described as giant rats that walk on their hind legs. Nexturn stand with a hunch that allows them to drop to all fours if necessary, making them entremely hard to catch or but. Their skirt is pink, nowhed in fur that may range in color from white to black, from ten to dark brown. The body for tends to be somewhat shaggy, with a thicket grouping of bair growing around the scalp like a mane or human bair.

A Note on Honor. The Nezum do not subscribe to the same beliefs as Rokugani. They are a race of survivalists and pragmatists, and do not place the same emphasis on such an abstract quality as do humans. Nezum may begin with 0 or 1 Honor. This reflects their distance from the Rokugam society to which they interact.

REZUMI RACIAL ABILITIES — VARIART

All Nexum have the following racia, abilities:

- 12 Constitution, 2 Chansma. These are the default Nexum.
 ability modifiers. If you choose a specific tribe replace these modifiers with those listed
- Medium-size: As Medium size creatures. Negumi have no special bonuses or penalties due to size.
- Nezumi base speed is 40 feet
- Low-light Vision. Nexumi can see twice as far as a human in starlight, mounlight, touch light, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +2 racial bonus on Hitle and Move Silendy checks. Nexum are naturally stealthy. +2 racial bonus on Listen checks, for their keen ears. +2 racial bonus on Climb checks. Nexumi claws and talk are adapted for climbing.
- 42 racial bonus on saving threast against potson and disease.
 Nezumi are resistant to illness and toxins
- Immune to the Shadowlands I aint. Nezumi can never acquire Inint points, and suffer no ill effects from exposure to the Shadowlands. They can still be harmed by effects such as the Gloud of Teint spell on the special attacks of Shadowlands creatures.
- A Rathog deals 1d4 damage by classes or teeth with an unarmed strike
- Keen scent: Nezumi have a keener sense of smell than humans do. As a feat, a Nezumi with Wisdom of 11 or higher can take Scent (see the Director Master's Good;⁵⁰
- Pheromones. Nezumi may leave chemical messages as a glands near their tails. Nezumi can only exacts m, is messages: "danger," "food," "nni," etc. Those who wish to focus on this ability may learn Improved Pheromones as a feat, and leave more complex messages (up to twelve works) that can be detected and understood by any Nezumi within scent range.



Nezumi may not learn the Void Use feat

Automatic Languages: Rokugani Nezumi Bonus Languages: Bakemono, ogre, ong Naga.

 Favored Class: Rogue. This is the default favored class unless a different favored class is indicated by rifle.

TRIBES OF THE REZUMI

CRIPPLED BORE REZUMI

More savage and war-like than other Nezumi, the Crippled Bone believe that they are the rightful rulers of their race. The terrors they have seen in the deep Shadowlands make the rest of the world's problems seem feeble by comparison. In addition to standard Nezumi abilities, Crippled Bone Nezumi have all of the following

 +2 Strength, +2 Constitution, 2 Wisdom, 2 Intelligence Crippled Bone Raflings tend to be massive and powerfully built, but are not as thever as other Raflings.

Immune to fear (magical or otherwise)

· +1 Natura. Armor bonus to AC

+4 racial bonus on saving throws vs. pursur and disease (this
repraces the norma. Nezumi racial bonus)

 Cold and fire resistance 5: Crippled Bone Negumi are highly resistant to temperature extremes.

Claws and Teeth A Crippied Bone Nezumi's claw and bire attacks count as armed attacks.

Favored Class, Berserker

• Level Equivalent +1- Ctippled Bone Nezumi gain levels more slowly than other rares. They are considered to be one level higher for the purposes of gaining experience, though they gain no extra abilities for this experience level. For example, a Crippled Bone Nezumi with 10,000 experience would be only 4th level rather than 5th The DM is advised not to allow starting characters to be Crippled Bone unless the party is making characters of second level or higher.

 Starting Outfit Masterwork hide aimor and either a ctude meta, blade (longsword) or a rough spiked thib (monning)

star)

GRASPING PAW REZUMI

The Grasping Paw Tribes reputation as thieves is well deserved. These Rathings have an unquenchable desire for material wealth, and scurry off with anything they can lay their hands on

 +2 Dexterity, -2 Charisma: Grasping Paw Rathings are very quick and containing out tend to annuly others with their untrustworthy believed.

 Statting Outfit, Masterwork knife (dagger) or sing, 25 koku of other tandom stems.

TATTERED EAR REZUMI

The Tattered Car know butterns better than any other timbe. Their long struggle for acceptance has had mixed results but they will never a op drying to find a place in Rokugan. Their large population grams them wide racial diversity.

 +2 Charisma, 2 Wisdom The Tartered Ear tend to be more friendly and outgoing than other Nezumi tribes

Eavered Class Any choose one during character creation.
 The lattered Ear are diverse and versarile.

Starting Outfir (Choosa one.

Masterwork short sword

2 Short bow and 20 arrows

THIRD WHISKER REZUMI

The Third Whisker's connection to the Transcendent is a blessing and a turse. While their magic is powerful, they are disclaimed by many Nezumi for their pessimistic doomsaying

- +2 Interrigence, -2 Strength: Third Whiskers are very inquisitive, but they tend to be smaller and weaker than other Nezumi
- Small, Unlike other Nezumi Third Whisker Nezumi are Small, gaining the standard benefits and penalties.
- · Favored Class Sorcerer
- · Starting Outfit Potion of hiding, potion of siteujung.

THE RAGA

he Maga are a proud and ancient people that dwelled in Rokugan long before the rise of mankind. Theire was a vast and peaceful civilization. Although they knew the arts of war, they much preterred quiet contemplation to brutal conflict. Having waged was against the mysterious Ashalan and the Foul, known over a thousand years later as the Living Shadow, the Naga had discovered that peace was fail more preferable.

Before man ever appeared in Rokugan, the Naga led into a deep stamber to await a time when they would be needed against a dark and sints or for Their race was dying, and they knew that if they did not sleep, they would disappear before their enemy's time came, and the Foul would be victorious. The Naga would not permit this. So the entire race slept

While the Naga slept their Nexumi slaves forged their own civilization, one followed by mankind's new Empire Rokugan and its clans dominated the world the Naga had once known and only scattered ruins marked the great contration they had founded. It was only during the early days of the Clan War, over a thousand years after the Great Sleep began, that the Naga awakened once more

In time the Maga stood side by side with the Rokugant against the might of both the Shadowlands and the Living Shadow. But in time the olders of the Naga race realized that there had been a great mistake. It was the humans destiny to defeat Fu Leng, not the Nagas. The Shadowlands investion that had triggered their awake ming had not been the signal for the Naga to rise. The day of their reckning still lay in the future

In recent decades, following the Battle at Oblivious Gate the Naga have once again returned to their Great Sleep. A few remain awake watching over their brothers and sisters in their stumber and desperately looking for signs of the enemy they want to face.

Philosophy: The Naga are generally a peaceful folic They are trusted to anger only by an enemy of by the strange word games the humans play when faced with what the Naga believe is a mear course of action

The entire Naga race shares a group consciousness called the Akasha, through which individual Naga communicate with others in a combination of speech and impressions cent through the group mind. As a result, Naga often find it difficult to communicate with humans and are prone to bear misunderstand and be misunderstood.

Allies and Enemies: Despite in studentiannings stemming from the entiments cultural differences between the Naga and the claus of Rokugan, the Naga have largely made their peace with humanity. There was a great deal of conflict with various factions when the Naga first emerged from their





great sleep, but through an allegiance against the Shadowlands the rift between the two races was closed Unfortunately, it reopened suddenly when the Naga abundoned H.da Yakamo and the Crab army be led at Historia Castle. Again, the rift was healed when the full scope of the threat the Naga faced was revealed: the Living Shadow was a deadly for

In the aftermath of the battle against the Shadow and the Wat of Spirits, the vast majority of the Naga race has returned to sleep Their enmity with the Dragon and Crab clans has been resolved, the former due to the marriage of Marameto Dam to the Mara and the latter due to the resurrection of Hida Yakamo, albeit briefly, through

Appearance: There is precious Lule chance that a Nagawould gyer be mistaken for a human. Naga are serpentine in appearance, with a humanoid upper torso sitting atop a long, somers call that resembles nothing so much as that of e great snake. Female Maga possess the ability to change their forts from a tail to two human legs but this can prove dangerous if overused and thus few Naga wear legs for

Naga have a wide variety of coloration. The most common is green, but there are many variations including browns and even blacks. Their skin is scaled, with seepentine eyes and fangs giving them a foreign, somewhat existic look

Some Naga particularly those in the Cobra bloodine, possess mutations that exacerbate their snake-like appearance. Malformed mouths, hoods, and even a loss of human features altogether are not unbeard of Occasionally thildren are born that are so disfigured that they are abandoned. These pitiful creatures are known only as

abominations.

A Note on Honor The Naga do not subscribe to the same henefs as Role 1930). While they are an honorable people, they do not place such an extreme emphasis on it as do humana. Naga characters began with an Honor of 0. This does not reflect any flaw or deficiency in their character, but rather a separation from the Rokugant society in which they interact

NAGA RACIAL ABILITIES

- +7 Constitution, +2 Wisdom, -2 Charisma. The Naga are a wise and hardy people, but they have difficulty interacting with those not of their race, partly because their interaction with their own kind relies upon the Akasha to a large extent
- Large-sized. Naga have a -1 to their AC and -1 to their attacks because of their enormous length.
- Naga base speed is 10 feet. The sinuous motion of their cods allows them to move at much higher speed than a human.
- Immunity to the Shadowlands Taint. No Naga may ever acquire or possess the Taint for any reason. This ability

also prevents the Maga from ever practicing maho, the blood magic that draws its power from the Shadowards.

 +2 racial modifier to any Charisma or Diparmacy rolls made with other Waga. The Akasha makes it much easier to make agreeable compromises with their own kind

 +2 racial modifier to Wilderness Lure skill theths The Naga civilization is based in the great Shinomen Mori, the largest forest in all the Empire. They have learned to interpret what goes on around them

4 racial modifier to Animal Empathy, Handle Animal, and Ride shill checks. Most animals have an odverse reaction to the Naga, given their natural predatory

appearance and reptilian scent

 Bloodline ability each individual Naga bloodline has its own unique benefit These are listed below with the

bloodlines in question.

 Automatic Languages: Naga and Rokugani, The Naga who remain awake have immersed themselves in this new world and and it very useful to be able to speak to humans.

RAGA BLOODLIRES

857

Current Leader the Shahadet (Female Fighter 15)

 The Asps are the rank and file of the Naga forces. They are the second most numerous blooding, purnumbered only by the Creensnakes. The Asps are the most aggressive and combative Naga, and they are invariably the ones who rise up to defend the race against their enemies. They show thinly veiled contempt toward those whom they feel are weaker than they are, such as most humans

Many of the Asps advocated war against the bumans when they first awake from their long slumber. A prominest warrior called the Balash was particularly vehement, and went so far as to attack severa, bands of humans near the Naga lands. Fortunately, cooler heads prevailed and the Naga eventually allied with the humans against the Shadowlands, giving the Asps a foe against whom to direct

their anger

Envored Class: Fighter

· Starting Honor 0

- Blooding Ability In addition to their other racial abilities. Asps gain a +1 Strength modifier and the ability Spit Venom (Ex). Asps can spit a potent venom at very short range, inflicting 2d4 damage on one target within 10 feet. This can only be done once every hour Asps also have a Level Equivalent +1, Asps are more powerful than many other races in Rolugan and gain experience more slowly.
- Starting Outfit (Choose one)
 - Masterwork Naga blode
 - 2. Masterwork Nava armor and 50 koke

MARKELEON

Current Leader the Qurash (Male Rogue 8)

Near to the Cobra, the Chameleon are the most mutated of the Naga bloodlines. Fortunately, Chameleon mutations are rarely severe and can even be beneficial at times. One such mutainen has actually scabilized and become a train of the bloodline, all Chameleon have the ability to change their skin color to match their surroundings. This makes them exceptional scours and (in times of war) spies Another common mutation is the ability to breathe water This mutation is common enough that the Chameleon are often relegated to the task of guarding the squaric egg-nests of the Naga



Chamezeous tend to be charming and outgoing They enjoy interacting with other species as well as their own race, and are known for their gregations natures.

Favored Class: Rogue

Starting Honor 0

- Bloodline Ability In addition to their other racial abilities, Chameleons gain a +4 bloodline modifier to all Hide and Move Silently shill checks.
- Starting Outfit (Choose one)

1 Masterwork longbow

2 Longbow and ten masterwork scrows.

COBRA

Current Leader the Shathakar (Male Shugenja 13)

The Cobra are the masters of the Naga race's strange pearl magic. No other bloodline possesses the ability to coax the mystical secrets from the pearls that power Naga spells. Thus, the Cobra are revered among the Naga for their unique gifts. This great power has a price.

however, as the Cobra are the most mutated of the Naga bloodlines and very few of them are completely without a severe physical mutation of some sort. These mutations make surviving the batching process difficult for infinit Cobra, amleven more perish during their clifficult youth. As a tesual, the Cobra are generally a

Cobra are generally a secretive and aumenhat sinster people. They prefer to keep their own company, though many are fascinated by human magic.

Favored Class: Shugenja.

Starting Honor 0

Bloodline Ability: In addition
to their other racial abilities, the
Cobra gain a +2 Intelligence and the fear
Depths of the Akasha, but receive -2 Strength
and Dexterny

Starling Outfit (Choose one)

1. Two 2nd level arcane spells.

2. One 2nd level and six 1st level arcane spells

CORSTRICTOR

Current Leader the Radakest (Fighter 8/Monk 6)

While the magic of the Naga belongs to the Cobra, the Constriction are the priests and mystics of the race Constrictors are extremely rate, even more so than the Cobra, but their wisdom and connection with the Akasha is valued by even the most jaded Asp warrior. There is no question that the Constrictors' understanding of the Akasha is far superior to all other bloodlines, naturally leading to their mies as priests and religious leaders. They also see valued in times of stress for their ability to plumb the depths of the Akasha and summon forth memories from the roce's past to aid to the solving of modern dilemmas. Constrictors are almost without exception somber and

conservative. They take their duries very seriously and are not given to flights of fancy or pointless adventuring. Those who are found in Rokugan are typically on a very specific quest or mission that will in some way herefit the Naga as a whole

Favored Class Fighter or Monk

Honer 0

Bloodline Ability In addition to their other racial abilities, Constrictors gain a 42 Strength and the Improved Crub and

Constrict abilities (see Monster Manual," page 8-9).

Level Equivalent (2: Constrictors gain levels more slowly than other races. They are considered to be two evers higher for the purposes of gaining experience, though they gain no extra abilities for these two experience levels. For example, a Constrictor with 10,000 experience would be only 3rd level rather than 5th. The DM is advised not to allow starting characters to be Constrictors unless the

party is making characters of third level or higher.
- Starting Omfir (Choose one)

1. Masterwork Naga blade

2. Masterwork Naga armor

GREERSHAKE

 Current Leader the Dashmar (Male Courtier 16)

The Greensnakes are the most numerous of their race. They are also the smallest, with slim and arhieffer builds rather than the bulk of their ratisins the Asps and Constrictors Greensnakes most often take the role of scout or diplomat, making use of their small size and speed as well as their quick wits and keen intellect, The key figures behind the Nagaz alliance with the bumons, the Dashmar and the Mara, are both Greensnakes. Indeed the Mara married the Rokugam samara, Miranoto Danii, treating a permanent bond between the two races.

Members of the Greensnake bloodline demonstrate a very

wide range of personality traits. On average, however, they are patient and reserved, preferring to wait until they have all available information before choosing a course of action.

Favored Class: Courtier

Starting Honor 0

Female Naga Bushi

Bloodline Ability: In addition to their other racial abilities, Greensnakes receive an additional 4 skill points to be used at the time of character creation. The Greensnake racial Charisms penalty is only 1, reflecting their greater exposure to social interaction with non-Maga.

Starting Outfit (Choose one,

1 Royal outfit (See the Flayer's Handbook's) and 150 koku.

2 Masterwick slout bow and 25 arrows



CHARACTER CLASSES IN ROKUGAN

The following section presents expanded rules and cultural considerations when using standard character classes in Rokagan, All of the mechanical considerations asted in this section are merely options, intended to make your time in the Empire a more unique and satisfying experience.

サスマセスマースト

Though barbarians are typically savage warriors from the fringes of civilization, the Unicorn Clan are hardly the only warriors in Rokugan capable of entering a state of savage fury The Hids and Motou farmules are renowned for their berserk warriors. Of course, no one would refer to a Crab or a Matau as a barbarran (at least not within earshot). Most members of this Character class are mateau referred to an "berserkers."

Mechanical Considerations: First-level barbar, and who are not members of the Shinio of Hida family must expend two skill points to become Literate. Shinjo and Hida barbarisns are not required to purchase literacy.

な八マワ

There are no bards native to Rokugan. Their role is filled by the arrisan, described elsewhere in this book (see page 65). Although a bard from outside of Rokugan might find himself in the Empire he would face the normal difficulties of any gat, in character.

Mechanical Considerations: None

CLESIC

Again there are no clurics native to Rokagasi Their tole is fulfilled by the shugenja, described in Oriental Adventures?" Though Rokugan is a land of surprising religious tolerance (their religion is more philosophy than dogma), their intolerance of outsiders could make playing a cleric visitor to Rokugan a difficult mak

Mechanical Considerations: Separation from ones derry may present great difficulties. At the DM's option, a cleric may find the number of spear he may call upon per day greatly

reduced or even negated altogether.

DEMIN

hough there are no drinds par ve to Rokugan, the wild Yobanjin of the northern lands practice forms of magic reternbling druid sm. Thus, a Yobari in character could easily be a druid, though he - like any barbarian Yobanjin - will be looked upon with derision within the Empire. Some Naga have an intense connection to nature as well, and the path of the draid is thus not inconceivable. Divine focused by a Naga druid are always pearls.

Mechanical Considerations: Unlike cierles, droids are never for from the source of their worship - the earth itself.

Their abilities are unchanged

作はみて言え

Fighter is a common character class for budoka ash.gara. and Minor Clan summa. Great Clan families that rely upon versatility in compat, such as the Shinjo, often multi-class as a samural/fighter. Members of the Wasp family are exclusively fighters - though they are technically of the samurat caste there are no true members of the samural character class among them,

Mechanical Considerations: None

MORK

Monks are very dommon in Rokugan, and many elderly samum, effectively must-class as monks when they retire. Monks are in fact so common in the Empire that there are several carieties of them, including the Sohe, and the Inkyo.

Mechanical Considerations None

アスレスフリス

Paladins are unknown in Rokugan, though many members of the Agodo and Utaku families fulfill a similar role as champions of honor Simply put, most Rokuguni care more about honor and dishonor than good and avil, so Rokugan does not need paladins.

Outside Rosugen, there are a number of hely warriors among the Senper and Yodatas. Any pasadin character within Rokugan would certainly be a gai in. Their strange hearing powers and use of magic might be looked upon with

suspicton in the Emplie

Mechanical Considerations: None

REDNAS

Wilderness werriors are rare in Rokugan, but not unheard-of. The scouts of the I brums and Kitsune are perfect examples of rangers in Rokugan, and the Greensnake tangers of the Naga are legendary. Though these warriors are often looked apon as "backwoods samurat", hen talend are withou compare

Mechanical Considerations Though the abilities of a Ranger fit perfectly with Hiruma scouts and Tst. ruchi bounty bunters, their able ty to cast speals may seem somewhat out of character. To replace this ability, the ranger may instead select a feat from the fighter's list of bonus feats (excluding Wespon Specialization) any time he normally would have received access to a new level of spena.

The exception to this options, rule is rangers who hal. from the Fox Glan or members of the Naga race. Due to their intimate connection with the spirits of natura, these characters retein their spel costing ability.

ROGUE

The trademark of the rogue is adoptability, and this also holds true in Rokugan Rogues are as common in the Empire as anywhere e.ps and are as varied as anywhere else. Some would say that the Scorpion Clan has more than its fair share of regues. The Tortoise are rather renowned for their stealth and guile as well. Rogues are more frequently multi class samuras or courtiers seeking the stealth and variety of smilts that the rogue class provides rather than single-class rogiles. Single-class rogues are more common among the peasant and merchant classes, or among the tanks of the nelarious Koist.

Methanical Considerations, Rogues at R. Rugad have 1. profic ency with crossbows. Instead, they gain proficiency with the longbow (yumi, and dalkyu,



50えてミネミネ

Though soccerers appear occasionally in Rokugan, few are Rokugani. Yobanjin spell-casters practice powerful sorcery, as do the Nezum, and Naga. Sorcerers among these groups are greatly respected and often occupy positions of high status Bloodspeakers are otherwise perhaps the closest equivalent to a true sorceter in Rokugan

Mechanical Considerations: See the section on make ater in this book (rige 111) for more information on sorcerers

WIZARD

Wizards are totally shen to Rokugan. Not even the Yohanjin, Nezumi, or Naga practice magic that resembles convent onal wisasdry. The closest equivalent would be the necromancy practiced by the Senpet, for across the Burning Sanda. While it is concervable that a gailin wizard or specialist could hazard the long and dangerous journey, his foreign magics would be regarded with suspicion il not open hatred. Mechanical Considerations: None

THE CLASSES

八 クミアイ

In Rokugan, Adepts come from the same sorts of backgrounds, and face the same limitations, as sorcerers Mechanical Considerations, None

ARISTOCRAT

The noble class is powerful indeed in Rokugan. All samuros. shugenja, and courtiers are nobles. The anistocrat class instead represents perty nobles, ji-samural, provincial governors, and gokemis (estate managers). The anatocrar's mix of decent martial training and wide skill selection perfectly represents. als level of society.

Mechanical Considerations: Austocrats do not have Heavy Armor Proficiency or Shield Proficiency in Rokugan

てひれれのれまえ

Commoners are the backbone of any society, and Rokugan is no exception. Commoners represent the eta, farmers, woodsmen, and fishermen of Rokugan. Commoners are frequently pressed into service to the armies of the Empire as peasant levies. Commoners are never members of the noble

Mechanical Considerations: None

ミメアミネイ

Much like the commoner, the expert's role in the Empire is basically unchanged. Experts are craftsmen, yoriki (issistants to a magistrate), merchants, spies, geisha, and crimmals. Some experts are members of the noble class, some are not

Mechanical Considerations: None

WARRIOR

Warriors are quite common in Rokugan. Ashigaru — trained peasant warriors - make up the heart of the armies of the clans. Though asing artiface often thought of as farmers. not all ashigaru are content to live a life on the form Many ashigare are descended from a long tradition of peasant warriors, and take their heritage as seriously as any sumural Many ashigaru of the Crab and Clan have never worked on a farm in their lives, but dedicate themselves solely to careers as soldiers.

Mechanical Considerations: Washors in Rokagan do not have Heavy Armor Profitiency or Shield Profitiency.

SAMURAI

(Adapted from Onental Adomitants)

Samurat are professional warriors, members of the noble class trained in the arts of warfare. They are not only trained for their role in society, they are born for it - born into a web of loyalty, allegiance, and honor that influences every stage of their lives. A semural cut loose from this web is no longer a samurai, he is an ordinary fighter, a routh with no honor and no standing in society.

Adventures: A sumural's first responsibility is obedience to his lord, usually the head of his family. This is simultaneously an endiess source of adventures and a potential hindrance to a life of adventure. A low-level samurat's lord may command him to investigate a mysterious occurrence or subdue a gang of bandon of he performs these dones well his lord will call on him to deal with more sign-ficant problems. However a samurat cannot simply disappear on an expedition into the Shadowlands without his lord's command or at least his permission, and if a samurai's lord has an important mission for him, he must make that his top priority. Whether this is a significant hindrance or not is up to the Dungeon Master

Characteristics: Samura: are distinguished from ordinary fighters by their adherence to business, a code of honor, loyalty, and obedience. Their combat training, which includes bonns feats, rivals that of a fighter. If a sumurat remains honorable and true to his code of conduct, his swords -- materwork blades passed down through generations - may awaken in his hands, manifesting increasing magical abilities as the samurai advances in level and invests his spiritual energy in them. To a samural, dishonor is worse than death, and the loss of his swords is the worst dishonar imaginable

Honor/Alignment: Sushido, the code of the samiral demands strict obedience to the standards of behavior and honor Normally only lawful characters can adhere to this code and call themselves samural (although see Honor and Alignment see page 62). Likewice, dishonorable characters may riol be samural.

Background: Samurat learn their combat techniques and the principles of bushido in established, rigorously organized schools Every family maintains at least one training dojo, if not more. The Crab's Hida and Tomtaka, the Crane's Daidon. and Kakita, the Dragon's Mirumoto, the Lion's Akodo and Maisu, the Mantis' Yoritonio, the Phoenix's 5b ba, the Scorpion's Bayoshs, and the Unicorn's Moto, Shin o. and Utaku schools are all tamurai schools.

Races: Almost without exception all samural are humans from the major clans. On rate occasions a Nezumi has attended a Crab samurai dojo. Kenku have also been known to practice the arts of the samurar

Other Classes: Samura consider themselves the mortal primacle of the Celestial Order that structures their somety. beneath only the fortunes and Kami. It should be noted that other character classes (such as shugen)a and courtiess) are technically members of the samurai caste if they hall from the Great Clans. Members of the samurai class are often referred to as "bushi" to differentiate them from such individuals. Samurai respect other members of the samurai caste, and disdain those of other character classes who do not follow bushido as strictly. Members of lower social classes are banlly worth their time.

Examples of Samurai in Legend of the Five Rings: Hida Katon, Yasuki Hachi, Mirumoto Hitomi, Toturi, Yoritomo, Shiba Liimitsu, Yayushi Paneki, Shibao Shono.

TABLE 3-3: THE SAMURAL

	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
1st	4 T	+2	+0	+2	Ancestral daisho
2nd	+2	+3	40	+3	Bonus feat
3rd	+3	+3	44	+3	
4th	2-4	44	+1	+4	Bonus feat
5th	+3	+4	+1	+4	
6dh	+6/+1	45	+2	€5	
7th	+7/+2	+5	+2	+5	Bonus feat
8th	+8,+3	+6	+2	-1-6	
9th	+9,+4	÷ĥ	+3	+6	
10th	+10/+5	+7	+3	+.7	Bonus feat
11th	+11/+6/+1	+7	+3	+7	
12th	+12/+7/+2	1-8	14	1-8	
13th	+73/18, 13	+B	+4	+&	Bonias feat
14th	114/19/44	+5		4-9	
15th	+15/+10/+5	+9	+5	+9	
16th	+16/+11/+6/+1	+10	+5	+10	Bonus feat
17th	+17/+12/+7/+2	+10	+5	410	
18th	+18/+13/+8/+3		+15	+11	
19th	+19/+14/+9/+4	114	+6	±11	Bonus feat
20th	+20/+15/+10/+5	+72	+6	+17	

JOITAMROANI ELVR EMAD.

Samura, have the following game statistics

Abilities: Strength is especially important for summan because it improves their melee attack and damage rolls. Constitution is important for giving samural lots of hit points which they'll need in their many battles. Dexterity is important for samural who want to be skilled archers, improves their Armor Class, and allows them access to certain Dexterity-oriented leau.

Hanor/Aligument (Variant): Any; (See Code of Conduct, boson)

Hit Die die.

Class Skills, Assumers a class skills (and the key ability for each skill) are Battle (Wis), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Iaijutsu Focus (Cha), Intimidate (Cha), Jump (Str), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis) Swim (Str), and Tea Ceremony (Wis). (See the Player's Handbook** for skill descriptors. The Infuttu Focus skill is described in Chapter 4 of Oriental Adventures.** The Battle and Tea Ceremony skills are described in this book.)

Skill Points at 1st level, (4 + Int modifier) × 4.

Skill Points at each additional level 4 + Int modifier

CLASS FEATURES

AL of the following are class features of the samuran

Weapon and Armor Proficiency Samural are proficient with all simple and martial weapons and with light and medium armot Samural are not proficient with shields. Armot check penalties for armot heavier than leather apply

to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Locks, and Tumble. Swim checks suffer a 1 penalty for every 5 pounds of armor and againment catried

Ancestral Daiabo (Variant). All summer begin play with a katana and wakizashi — two masterwork weapons. These are weapons that belonged to the summars ancestors, and protecting the weapons is the most important point of bonor for a samurat. As a samurat acquires experience through adventuring, he has the option of awakening the supernatural abilities latent in the weapons.

At any time, a samurai may retreat to a temple of shrine and spend time in prayer in order to awaken the ancestral spirits in his leatans of wakenshi. (Most strangal improve their leatans, but nothing prevents a samural from towesting energy in both weapons.) This requires the samural to investing energy in both weapons.) This requires the samural to invest a bit of his own soul in the weapons, investing his own experience points as shown in the table below. The samural must spend one day in prayer per 40 experience points spent, and must spend at least eight hours per day kneeding before the shrine and his weapons, pausing neither to cut or rest. The samural may not spend expensence points if doing so would cause him to iose in captricage level, but he may choose not to advance in level for the purposes of investing his experience in his weapons.

The values listed on the table are the total sacrifice required If a samurai already has a +3 hatana, he can raise it to a +4 katana by spending an additional 560 experience points and spending two weeks in prayer If the same samurai wished to awaken his masterwork wakizashi, making it a +1 wakizashi, he would have to sacrifice 80 experience points.

if a symmal wishes to remove a power invested in his blade tperhaps for the purposes of teplacing it with a different ability) be may do so by meditating over the biade for eight hours. The selected power is forever lost, as is the experience invested in it.

Before a samurai's ancestral daisho is awakened, the swords are metely masterwork weapons, not magical in any way.

TABLE 1. 2: ANCESTRAS DAISHO

White is at Marchael	EXE DAISHO		
	Experience	M nimam	
Weapon Sorsus	Sacrifice	Character Level	
+1	20	4th	
+2	320	7th	
43	720	9th	
+4	1,280	11 1/ h	
+5	2,000	13th	
+6*	Z,880	T4th	
+7*	3,920	15th	
+8*	5,120	16th	
+9*	6,480	17th	
4104	2.000	780	

*A weapon can't actually have a busius logher than +5. Use these fines, and the magic weapon creation rules in the Dungson Mastex's Guipe** to determine cost when special abilities are added in. Example. A samural who has a +4 katona can transform it into a +4 thundamag katana with a sacrifice of 1,600 experience, since thundamag is a special ability equivalent to +2.

A samural who loses his ancestral swords is dishonored until he can recover them. He cannot enchant any other weapons in this way Likewise, the magic invested in the blades does not function for any enemy of the swords' owner. It stolen, they are simply masterwork blades until the samural (or an ally) recovers them.



(Note: This is a variant version of the Ancestra. Daisho ability presented in Oriental Adventures. The original version omploys the sacrifice of treasure rather than an expenditure of the summath own soul in the form of experience.)

Bonus Feats: At 2nd Level, the samural gets a honus feat. The samural gains an additional bonus feat at 4th level, and every three levels thereafter (7th, 10th, 15th, 16th, 19th).

These feats must be chosen from the following lists, depending on the character's clan of origin. The samural may choose feats from those listed for his clan below), or may choose Technique feats (see the new Feats showher in this book). Ronin characters who choose to emulate the fighting style of a particular clan may not select that clan's technique feats unless they gair admission to that clan's school. Any samural may use bonus feats to learn techniques labeled as "All Clans," regardless of whether they are a Great Clan, Minor Clan, or room samural

For the sake of completeness rome Minor Couns are included on the following lists despite the fact that at the

current time they may be inactive or absorbed into Great Clans. Feats marked with a * are described in Oriental Adventures."

Badger — Emphasizo defense, attength, and powerful weapons, Armor Proficiency (heavy). Endurance, Gress Forthude, Power Anack (Cleave Improved Bull Rash, Sander, Gress, Cleave). Toughness Weapon Focus (one, die tsucht, ketang).

Bost — Emphasize wespon-craft and hardiness. Armor Proficiency (heavy), Endurance, Power Attack (Cleave, Improved hall Rush, Sunder, Great Cleave), Skill Focus (Craft wesponsmithing). Craft (atmost mithing), Weapon Focus (werhammer, mai chong gatons.

Continues — Not a bush family, so their bush) tend to specialize in defense and the protection of others. Alertness, Combat Refloxes, Expertise (Improved Disarm Improved Trip. Whirlwind Attack) Weapon Focus (ketana).

Grab — Emphasize neavy almo.,
grea. strength, and amazaal weapons
Athor Proficiency (heavy). Douge (Mobility
Spring Attack) Endurance. Power Attack (Cleave.
Improved Bull Rush. Sunder Great Cleave). Run, Toughness.
Weapon Focus (battleaxe, greatclub, satana, warnammer)

Crans — Emphas ze speed and ag 119, Podge (Moh 119, Spring Attack), Expertise (Improved Disacto, improved Pip, Whitlwood Attack), Improved Instative, Quick Draw, Skill Focus (Laiju.80 Focus, Toughness, Weapon Focus (Ratuns).

Dragon — Teach two-wespon fighting and unarmed combat. Exotic Wespon Providency (kerana) "Improved Grappie ("Choke Hold), Improved Unarmed Strike ("Defensive Throw, Deflect Arrows, "Grapping Block, "Great Throw, Stunning Fist) Power Attack (Cleave), Wespon Pocus (ketana)

Dragonfly Emphasize ranged attacks and inner strength. Iron Will Point Blank Shot (Far Shot Precise Shot, Rapid Shot, Shot on the Ruin), Toughness, Void Use, Weapon, Folius (katara of yana).

Ruson — Emphasize into higenre, precision, and awareness Alertness, Blind Fight Skill Focus Knowledge (ghosts).

Improved Initiative, Iron Will Power Attack (C.eave, Improved Bull Rush, Sunder, Great Cleave), Weapon Focus (katana, tetsubo)

For Emphasize stealth and subtlety. Alerthess, Dodge, Expertise (Improved Disarm Improved Trip, Whirlwind Attack), Mobility, Skill Focus (Hide, Move Silently), Track, Weapon Focus (yung, kama, yan).

Hary — Emphasiat mobility and flamboyout maneuvers, Dodge Expertise (Improved Disarm Improved Trip, Whirlward Artack, Mobility Spring Artack, Run, Weapon Focus (katona).

imperial Families.— Select a clan of choice, and gain access to their feat list and technique feats as if you were a member of that clan

Lion — Emphasize strategy, intelligence and strength of will Endutance Expertise Improved Disarm, Improved Trip, Whirlwind Attack, Improved Initiative Iron Will, "Ki Shout ("Great Ki Shout). "Remain Conscious, Skill Focus (Battle). Toughness, Waspon Focus (katana)

Mantis Emphasize power and duty fighting. Ambidexterity, Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave). Quick Draw, Two Weapon Fighting, Weapon Focus (kains, muchaku, parangu, katans)

Monkey — Emphasize strategy, agility and tactics. Alermess Blind-Fight, Combat Reflexes Dodge, Improved Initiative, Leadership, Mobility, Spring Attack, Wespor Focus (katana)

fix — Emphasize trickery and cavalry tactice improved Initiative Mounted Combat Mounted Archery, Ride-by Attack, Spirited Charge, Trampie). Quick-draw, Wospon Focus Ratanos.

Phoenix — Emphanze mental and epition training. Alertness, End Fight, Combat Reflexes, Expertise (Improved Disarm Improved Trip, Whitawind Attack) Great Fortitude, Improved Initiative Iton Will Quick Draw, Wespon Focus (katana)

Storpen — Emphasize mobility
and dirty fighting. Blind Figh., Dodge
(Mobility, Spring Attack), Expertise
(Improved Disarm, Improved Trip, Whirlwind Attack). Improved Initiative, *Frone Attack,

Quick Draw, Weepon Focus (katana)

Snake — Emphasize subtlety and mastery of dark magics Sland-right, Indge Iron Will, Mon lity, Quick-Draw Skill For is (Spellcraft), Weapon Focus (karana).

Speriols — Emphasize againty and patience. Dodge, Experitse (Improved Disarm, Improved Trip, Wh.r.wind Attack) Mobility, Skill Focus (Injustsa Focus), Weapon Focus (katana, Iorioise — Emphasize shady dealings and underhanded attacks — Experitse (Improved Disarm, Improved Trip Whirlwind Attack), Improved Disarm, Quick Draw, Weapon Focus (katana).

Un corn. — Emphasize mounted combat and archery, Adertness, Mounted Combat (Mounted Archery, Transple Ride-by Attack, Spirited Charge), Point Biana Shot (Far Shot Precise Shot, Rayad Shot, Shot on the Rain) Weapon Focus (spear lance, bow kamaa).

Wasp — There are no members of the samural class in the Wasp family.



Some of the busts feats available to samural cannot be acquired until the samura, has gained the or more prerequisite feats, these feats are listed parenthetically after the prerequisite feat. A samural must still meet als the preseqmisites for a feat, including ability score and base attack bonus prerequisites

Code of Conduct (Variant): A semural must adhere to the code of busined. Normally, this requires the samuel to maintain a lawfu, alignment, but this is not always the case Some samurar families, such as the Hida, Daidop, and Shosuro. regularly perform non-lawful actions in the name of duty

Samural not of lawful augmment must produce a personal code of honor defining how they shall act, and follow it at all .mes. Usually, this involves the seven primary virtues of bushido (honesty, courage, compassion, courtesy, honor, sin cerity, and dury). If a samural intends to be lax on a particular virtue, he must dedicate himself even more fully to another one. For example, a Scorpion samural who kins at his lord's command may lack of compassion, but his dusy is all the stronger, he would no leven think to duestion an order and would giadly die at his masters command. In forming a code of honor, 4 samura: may not ignore more than two of the primary virtues and still be considered a samural no matter how strongly he dedicates himself to the rest

A samural who molates his code of honor disharats hanself and brings disgrate upon his clan, bis family and his ancestra, blades. This may result in a samura, being stripped. of his family name or being asked to commit seppular vitua. suicide).

EX-SAMURAL

A samurat who dishonors himself cannot gain new levels as a samurai. He retains all of his how is feats, but his ancestral weapons lose any awakened magical abilities until he atones for his actions. If he does so, his weapons regain their former abilities and he may continue to advance as a samurai

LIOR SAMURAI STARTING PACKAGE -AKOGO FAMILY

Armor Great armor

Weapons: Katana (+1 attack, 1d.0, crit 19-20, 10 lb., Mediumsize. Slashing .; Wakizash. (+1 attack, 166, crit 19-20, 3 lb., Small, Piercing

Skill Selections Fick a number of skills equal to 4 + Int.

Sid#	Ranks	Ability	Armor	
Battle	4	Wis		
Sense Motive	4	Wis		
Diplomacy	4	'Cha	4	
Ride	4	Dex	-5	
Intimidate	4	Cha		
al alsa Focus	4	Cha		
jump.	*	Str	-	
Spot	5	W×	-	
Listen	2	Wis	_	
Tea Ceremony	4	Wis	_	

Feat; If Ser 13 or higher, Way of the Lions if Str 12 or less. Wezpon Foct. (katana) instead

Bonus Peat Void Use

Gear, (aroshiki sack, 50 ft, of hemp rope 'explorer's outfit ligh, horse, bit and bridle saddle, saddlebugs Wealth, 27 koku, 4 bt., 5 zem, 27 gp, 9 sp)

COURTIER

The righ palaces and noble courts are where Rokugan Lyes and breathes. The court.er makes his career in piaces such as these, plying his wit and cumning against his enemies as skillfully as a samurar wicids bis daisho. Those who believe that the life of a courtier is easy and without risk are woofully mistaken. While a samurai's life depends upon his skill with the blade the honor of the entire clan could hang on the words of a courtie.

Adventures: A countier's primary concern is politics. Though this causes many courtiets to lead sheltered lives. in the rich cines of the Empire, just as many strike our into the world to find fortune and glory for their clan. Unlike the aristocrat NPC class, a courtier's unique abilities make him ideally stored as a player character. A countier may accompany a party as a diplomat, herald, or thagistrate. The advancement of the clan is a courtier's primary concern, and any quest that could further that goal draws the attention of such individuals

Characteristics: While courtiers are technically samura: they do not always adhere strictly to the tenets of bushido. The fiercely competitive social environment where they ply their skills forces most courners to take a pragmetic view of the world and many courtiers will gladly sacrifice their own honor for the sake of the clan Courtiers tend to be extremely well-educated and versed in a variety of skulz. Courtless especially love appearing theverer than their opponents, and take great pleasure in proving their .nrg.lectual superiority.

Honor, Alignment: Many courtiers tend to be honorable and lawful, as they are quite adept at turning the rules of speciety to their own advantage. Despite this fact, many court ers are rurbless, heart ess individuals and there are no alignment of honor restrictions on courtier characters.

Religion. In Rokugan, courtiers adhere to the worship of the Kaput the Fortunes, and the Izo. Non-Roxugam courriers

can come from nearly any background

Background, Every clan has a different approach to politics and thus courtiers come from a variety of backgrounds. The courtier schools of Rokugan are as viciously competitive as their dote counterparts, if not more so The Otomo (Imperial), Mays (Imperial), Doji (Crane, Ide (Umcorn), and Bayushi, Scorpion) families have the most renowned courter schools. The Ikoma (Lion) Asako Phoenix), and Kitsaki (Diagon) also have their share of diplomats. The Yasuki merchants (Crab) and envoys of the Kasuga (Tottoise) are often courtiers or multi-class courrier/rogues

Races: Almost al. courtiers in Roxugan are human. Ravling Rememberers (Tchitch) and Naga diplomats (Dashmat, are also considered courtiers. If using this character plass in campaign settings other than Rokingan, a courtier could easily. come from any receivhich emphasizes politics and dipiomacy

Other Classes Courtiers tend to see themselves as the cream of society. Without them, the government of Rokugan would simply cease to function They respect semares and thugenja, but ultimately consider them mere pawns in the courtiers' games. Some courtiers treat other character classes with severe disdain Many, on the other hand, recognize the useful skills others possess and acquire allies with a wide variety of skills. Courtiers are fond of tearning a variety of things, and often multi-class to expand heir knowledge



Examples of Courtiers in Legend of the Five Rings M.ya Yoto, Bayushi Kachiko, Kakita Yoshi, Ide Jadaji

GAME RULE INFORMATION

Courtiers have the following game statistics.

Abilities: Charisma is essential for courtiers because they are judged by how they carry themselves, and many of their most important skills of abilities rely upon it. L.kowise, a courtier should have high Wisdom to see through the schemes of his opponents. Literligence is also important as a high Interligence provides an even greater range of smils. A courtier seeking a life of adventure may desire a decent Constitution score to offset the class' lack of hit points.

Alignment/Honor Any.

Hit Die: d6

Class Skills: A counter's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int). Decipher Script (LDC, exclusive skill) Diplomacy (Cha), Games (Varies, Cather Information (Cha), Innuendo (Wig) Intimidate (Cha, Knowledge , Euquetre History, Local, Mobility and Royalty, Research) (Int), Listen (Wis), Perform (Cha), Profession (Wig), Road Lips (Int). Search (Int). Sense Motive (Wis), Epot (Wis). Ten Goremony (Wis) (See the Player's Handbachtte for shill descriptions. The Games, Research, and Ten Ceremony shills are described in this pook.)

Skill Points at 1st Level, (8 + Int Moddler) × 4 Skill Points at Each Additional Level, 8 + I.,, moddle,

CLASS FEATURES

All of the following are class features of the courties

Weapon and Armor Proficiency: Courtiers are proficient with all simple weapons and with the wasterasts. They are not proficient with any type of armor, nor with shields. While nothing prevents courtiers from wearing units, o learning to use more powerful weapons, it is not part of their tialing. In addition, a courtiers ford may specifically forbid him to min with such things or risk himself unnecessarily in combat A courtier is entitled to wear a wakizash, as a member of the noble class, but to wear a katena is a sign that its wielder is competent in its use. As a result most courtiers do not carry katens, leaving hards and dueling in that samples comrades off using the courtier character class in a non-Rokugani sering, replace the wakizashi with a masterwork simple or martial weapon of choice.

Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every five pounds of armor or equipment corned.

Style and Grace: The traditional training of the courtier bestows an impressive physical appearance as well as a quick wit. At first level, a courtier receives a +4 compatence bonus on al. Challisms related skill checks that telate to social interaction (i.e. not feinling in combat or Inijutsu due.s).

Talent: Courtiers tend to be exceptionally good at wherever they apply themselves to. Any time the courtier selects the Skill Focus fear for a Charisma, Wisdom, or Intelligence-based skill he table ves a +4 horses instead of the norma +2 horses.

Wealth The courter begins with extraordinary wealth for a first-level character. In addition to his normal starting weath and a wastashi the courter receives 50 koku (or gp for every point of Charisma modiflet he possesses (if positive). This money is provided by the courter's family, and is

expected, to be used for accruing favors for the benefit of the family. Each year, the courtier receives another stipend of the same amount. If the courtier spends this money in a foolish manner, the family will give him no more. If using the courtier character class in a non-Rokugani setting, repeate the wakizashi with a masterwork simple or marrial weapon of thouse.

from Will. At second level, the courtier receives this fear for free.

Costip: A courter gains this ability at third leval. Courtient tend to hear a great deal of gossip, and can often tell a thing or two about samura, they meet just from the rumors they have heard. A courtier may make a Cather Information check upon meeting or hearing of any individual, place, or item that regularly associates with Role gant society. The DM mater this check secretly and gives the courtier information based on the results.

DC Type of Knowledge

- 10 Common well known to the general populace. Example: Yasuk Taka's reputation as a forgulable merchant.
- 25 Known by only a select few.

 Examples Yasuk, Taka made his fortune in the sake industry nearly overnight.
- Thidden, known only to an elite few.

 Example Masuki Taka has been up meded with several amuggling operations in the past mough no charges have ever been brought against the powerful merchant ford.
- 35 We recept accret; potential biackmail fodder. Exemple: Yasuki Taka is involved in darker dealings still, and his network of smugglers are only the tip of the leeberg.
- 45 neredibly were kept secret; only the subject and one or two others are aware. Example: Yasuki Taxa is said to be a member of the neferious Kolat, a criminal organization bent upon the downfall of Rokugan.
- A secret kept so well that perhaps even the subject in mash is unaware. Example, Yashiki takana actually a double agent, working against the Kolat from within

As gossip is not always a reliable source of information, the toformation provided by his notity a not always accurate. The base chance of the courter coming up with a truthful rumor is 50% + 1% per point of Chatistia Again the DM makes this percentile too, secreta, so the counter cannot separate truth from rumor without further research if the skin check itself fails, the courter either knows a false rumor or no rumor at all.

A courter can provide tumors about a specific target only once, but can do so again after purposefully seeking further rumors or after a month of in a large city or prominent court. At the Emperor's Winter Lourt mimors about those present can be sought once an hour. Using this ability to built gostip on a subject accrues the attention of that subject normally

Versatile: At fifth, tenth and infranth, and twentieth level the courier recoves this test for free

Leadership: At minth level, the courtier receives this feat for free. If he stready possesses Leadership, his Leadership Score (character level + Cha bonds + modifiers: See the Dungson Master's Guiden) is increased by three. The cohort obtained with this feat is a samural or fighter—a youtmoo provided to protect the courtier in his service to the clan.



TABLE	1_3	THE	Con	dista
IMBLE	1-3.	I III E	W-02-02	NE I I C. NO.

Marc (-3)	THE GOOKITCH			
	Base	Fort	Ref	Wift
Level	Attack Bonus	Save	Save	Save
150	+0	+0	+0	+2
2nd	+3	+0	+D	+3
3rd	+1	+1	+1	+3
4bh	+2	+1	+1	14
Sth	+2-	47	- 67	14
6th	3	+2	+2	+5
7th	+3	+2	+2	+5
8th	ad-	+3	43	+6
9th	+4	+3	+3	-6
10th	45	+3	+3	-+7
11th	4-5	+3	+3	47
12th	+5/+7	44	- 44	48
13th	+6/+1	+4	+4	+8
14th	+//+/	44	44	+9
15th	+7/+2	+5	+5	+9
16th	+8/+3.	+5	+5	+10
17th	+8/+3	+5	+5	+10
1.8th	+9/+4	+6	+6	+11
19th	+9/+4	+6	+6	+11
20th	+10/+5	+6	+6	+12

Most courtiers pur their lesser followers to work as guards, servants, informants, or their personal entourage

The Heart Speaks. At twelfth level, the Courtier's ability to read other people is so ingrained that it becomes second nature. The courtier may take 70 on Sense Monve checks as a free action.

The Immovable Hand of Peace (Ex): A courtier of 18th 18ve, game this impressive abouty. If the courtier is holding no visible weapons, her no harmful intent, and has not yet attacked an apponent during a combat, he may force any apponent seeking to harm him (whether by an attack, a spell, or special ability) to make a Will save (DC 10) half the courtier's level + Charisma modifier). Anyone who fails this save cannot harm the courtier that round. Opponents are still free to grapple, capture, and haves the courtier as long as they as no real camage. This ability is ineffective against non-ineligent opponents. This is an extraordinary ability.

Special Courteer Abilities. Upon obtaining fourth level and every third level thereafter (7th, 10th, 13th, 16th, and 19th), a courtier gets a special ability of his choice from the following:

the Metter Part of Vour A wise courties knows that his place is far from the fields of battle, and can escape quickly when combat ensues. When executing the total defense action, the courtier receives an dodge bonus to his AC equal to his lare-ligence modifier.

The Eyes See the Heart (Ee). That technique us a trademark of the Kitsuki magistrates. The countier has developed a keen awareness for falsehood. Anyone attempting to lie in the courtier's presence must make a Will save (DC 10) the courtier's Charisma modefier). If this save fails, the courtier immediately known that the subject is lying This is an extraordinary ability.

The Eye Betray (he Hear). The DC of all Will saves required to resist the countier's special abilities is increased by two. This ability may be chosen rotice. Its effects stack.

That and Rally (Ea): This ability is common to courtiers of the Miya family. As a full round action, the courtier can openly tourt his opponents, deciding their weakness and lauding the with ex of his all-ex. Taunt and Rolly has two effects — allies within a fifty-foot radius are affected as if by a bless spell Special
Wealth, Talent, Style and Grace
Bonus feat
Gossip
Courtier Ability
Versatile

Courtier Ability

Leadership Versatile, Courtier Ability

The Heart Speaks
Courtier Ability

Versatile Courtier Ability

The Immovable Hand of Pence Courtier Ability Versatile

One enemy per three levels of the courtier is affected as if by a doom spell. Both of these spell-like effects are treated as if cast by a sorcerer of equal level, and rely upon the target's ability to hear and understand the courtier to be effective if the courtier is attacked while using this ability, he must make a Concentration check (DC 10 + damage dealt) or the effect is runned. This is an extraordinary ability.

Voice Once per day, when making a thistomary or kinff check during social interaction (not when feinting in combat), the courtier gains a special circumstance bonus to his skill check equal to his level.

Weakness as My Strength. The courties as skilled at relying upon his enemy's froitties. This ability has long been the trademark of the Beyushi family. When making an opposed Charisma, Intelligence, or Wisdom based check, the opponent must use the lowest of these three shifties as his modifies. For example, Bayushi Goshin is attempting to Bluff Matsu Gober. Gober has 5 Ranks of Sense Motive 16 Wisdom (+5 modifier). 10 Intelligence (+0 modifies), and 8 Charisma (-1 modifier). Instead of adding his +5 Wisdom modifier to his Sense Motive skill, Gober must add his -1 Charisma modifier when attempting to oppose Goshiu.

Whisper From the Soul (Er): The courtier is adept at manipulsting the emotions of others. Once per day, the courtier may play upon the emotions of any target who can understand him. This has the effects of an emotion spell cast by a sorcerer of equal level. Only the duration is altered, the effect lasts for one round per level of the courtier. The courtier could extend this duration by using Diplomacy or Bluff to encourage a true emotional state to replace the false one he has manufactured. This is an extraordinary ability. This ability may be selected multiple times. Each time it is chosen, it may be used an extra time per day.

Your Life is Muse (Br). Thus ability is very popular with the countiers of the Crane Clan, who prefer to make a mes out of enciones rather than defeating them outlight. Once per day per point of Charisma modifier, the countier may attempt to sway a weak-willed individual's mental state to his own way of thinking. This has the effects of a charm person spell cost by a sorcerer of equal level, but cannot be used on characters of higher level than the countier. This ability depends upon the

target's ability to see and hear the courtler. This is an extraordinary ability. This ability may be taken multiple times, granting the courtier an additional number of uses per day equal to his Chausma modifier.

Starting Wealth. 6d4x.0 (plus Wealth ability) Kokt.

UNICORN COURTIER STARTING PACKAGE - 105 FAMILY

Armor: No armor, Tessen.

Weapons: Wasizashi (+1 attack, 1d6, cmt 19 20, 3 .b. Small Piercing): Auguchi (1d4, crit 19 20, 1 lb., Tiny, Fiercing), Skell Selection: Pick a number of skills equal to 9 + Int modifier

Skill	Renks	Ability	Armor
Appra.se	4	nt	-
aluff	4	Cha	84
Decipher Script	4 .	. Int	407
Diplomacy	4	Cha	_
Gather Information.	4.	Chin	-
Innuendo	4	Wis	-
Knowledge (I story)	4	- Int	-
Knowledge (Etiquette)	4	Int	- min
Knowledge (Nobility and Royal	ty) 4	Int	-
Listen	114	Wile	_
Rend Lips	4,	Int	_
Search	-4	lot	-
Sense Motive	-4-	Wis	
Spot	4	Wie	

Feut. Skill Pocus: Diplomacy.

Bonus Fest: Cool Head (Ancestor Ide) (Ancestor feats are introduced in Oriental Adventures; and many more are introduced in Rokugan).

Gear: Calligraphy brush and inking stone, courtier's outfit furnsh ki sank light horse, bit and bridle saddle, saddlebags, stanet one

Wealth: 7 koxu 4 bu 5 zem (7 gp. 9 sp) + 50 soku (50 gp) times Chartena modifier.

ALJEDUHS

(Adapted from Oriento, Adventures**)

Shugenja are divine spell casters who cast spells by attuning themselves to the elements around their and focusing the power of the elements through the rindies to produce magical effects. Like samura: they are members of dokugant noble class, though they are not as bound by the code of bushido as their warrior counterparts. Shugenja are found in Rokugan, and may not be appropriate for other campaign sattings.

Adventures Shugenja often adventure to increase their magical knowledge and personal power Some shugenja dedicate their diver to fighting the taunt of mane (blood magic) while others crave the power that make bestows. They are particularly drawn to investigate disturbances in the natural harmony of the elements — particularly disturbances of the Shadowlands of the activities of mane-fada. (blood sorterers) within the Empire. Others plaints the depths of magic for magic's own sake, hoping eventually to learn the mysteries of the Void, the "fifth element" that binds the other four together.

Characteristics, Shugen, a are much more than speli-slinging sorcerers. They are the foundation of Rokugan's religion — pitests who teach the rituals of piery, record the names of the Fortunes, and even measure the passage of time. They study for years to learn even the fundamental elements of their magical practice, and are the most literate people in Rokugan. A shir gen, a's spells are written on opida (non-magical prayer acrolls) that the shugenja carries with him, serving as a divine focus for casting the spell.

Honor/Alignment: While many shugenja attempt to toursy the standards of honor and loyalty, and thus adhere to a lawful alignment, not all shugenja live up to those standards. There are no honor or alignment restrictions on shugenja

Background. Shugenja are members of Rokugan's noble class. They learn the practice of magic in schools attached to each clan. The shugenja schools of Rokugan multide the Kum school of the Crab clan, the Assimus school of the Crane clan, the Tamori school of the Diagon clan, the Kusu school of the Lion clan, the Agasha and Isawa schools of the Phoenix clan, the Soshi and Yogo schools of the Scorpion clan, and the lucht school of the Unicorn clan.

Races: Almost without exception, all shagens are humans from the major clans. In Roki gan, spell casters from other races (and human peoples) are sorrerers

Other Classes: Like samural shagenja are set apart by their noble station and look down upon members of other castes. Despite the prevailing view of society, shagenja do not besieve that martial prowess is the untimate expression of honor — in fact they disdain the samural who settle any disagreement or matter of honor with a duel to the death Shagenja have little respect for members of other classes; however, shagenja, especially adventurers, wisely understand that different classes have specialized st. I s and abutiles often needed for success.

GAME RULE INFORMATION

Shagenja have the following game statistics.

Abilities: Charisma determines how powerful a spell a shuganja can cast, how many spells the shuganja can cast per day, and how hard those spells are to resist. To cast a spell a shuganja must have a Charisma score of 10 + the spells level. A shuganja gets bonus spells baxed on Charisma. The Difficulty Class of a saving throw against a shuganja's spell is 10 + the spells level + the shuganja's Charisma modifier. High Dexterity is helpful for a shuganja (who typically wears little of no armor) because it provides him with an Armor Class bonus. A good Constitution gives a shuganja extra hit points, a resource that he is otherwise low or

Honor/Alignment Any

Hit Die de

Class Skills. The shugen as class skills (and the key ability for each skill) are Alchemy (Int). Concentration (Con). Craft (Int). Diplomacy (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int). Professions (Wis). Scry (Int, exclusive skill). Spelleraft (Int). (See the Player's Handbook**)

Skill Points at 1st level (4+ Int modifier) ×4.

Skill Points at Lach Additional Level, 4 + Int modifier

CLASS FEATURES

A., of the following are class features of the shugenja.

Weapon and Armor Proficiency: Shagenja are proficient with all simple weapons and with the wakizash. They are not



Trees	7 4.	7	T-1	UGEND	
LABUE		1 M F	3 H	REGENTA	
h Lilmon's			80.0		7

	Base	Fort.	Ref	10/500		_				Spe	lls per	Day -			
Level	Attack Bonus	Save	Save	Save	Special	0	1	7	- 3	4	5	6	7	8	9
1,5t	+Û-	40	+63	+7	Element focus,	- 5		_	_			-	_	_	
					sense elements										
2nd	+	+0	14)	43		15	- 4	_	_	_					
3 m/F	+1	+1	+1	+3		- 6	- 5	_	_				-	_	-
4th	+2	+3	441	44		- 6	6	3			_	-			
5th	+2	+1	+1	+4		- 6	- 6	4	_	_	-				-
- Eth	+3	42	+2	+5		- 6	6	- 5	- 3:				_		-
7tF	+3	42	+2	+5		- 6	- 6	6	- 4	_	_	-			
8th	+46	+2	+2	+6		6	6	6	- 5	3					
9th	44	+3	+3	+6		6	6	6	б	4	-				
10th	+5	+3	+3	+7		- 6	6	- 6	- 6	5	3				
11th	+5	+3	+3	+7		6	- 6	- 6	- 6	6	4				
12.1	+6/+1	+4	+4	+8		- 6	15	- 6	- 6	- 6	S	- 3			
13th	¥6/+1	44	+4	+8		- 6	6	- 6	- 6	G:	- 6	-4-			
14th	+7/+2	+4	+4	+9		6	- 6	-6	-6	- 6	6.	- 5	3		
15th	+7/+2	+5	+5	+9		- 6	6	-6	- 6	6.	6-	- 6	4	_	-
16th	+6/+3	+5	45	110		- 6	6	6	- 5	6	- 6	- 5	- 5	3	
17th	+8,+3	+5	+5	110		- 6	- 6	- 6	- 6	6.	- 6	-6.	6	4	_
18th	+9/+4	+6	+6	+11		6	- 6	6	- 6	- 6	- 6.	- 6	- 5	-5	3
19th	+9/+4	+6	+6	+11		6	- 6	6	6	-6-	-6	6.	- 5	6	4
20th	110/+5	+6	46	+12		- 6	- 6	- 6	- 6	0:	6	- 6	6	6	6

proficient with any type of armor, nor with shields. It is considered inappropriate for a shugenja to wear armor, and many samural consider it an insult to their station to have a non-samunti weaming the atmos that they consider a badge of their rank likewise, while a shagenja is entitled to wear the wakizash, as a member of the noble class. wearing a gatana is considered an indication that the wearer is prepared to use it in defense, and most shugeriz would rather leave the swoedplay to the samurai. Armor check penasties for armor heavier than lea het apply to the skills Balance Climb, Escape Artist Hide. Jump, Move Shently, Pick Pouken and Tumble Also, Swim checks suffer a 1 penalty for every 5 pounds of armor and equipment carned.

Kam All shugen; are adept at speaking to kami, and receive the Kamilanguage for free

Spells: A shugenja casts divine spells, but his spell knowledge is limited, much like a soccerer. Your shugenja beguns pay knowing four 0-level spells (elso cailed mon) and two 1st-level spells of your choice, plus one 0-level spell and one Ist-level spell that are determined by your school. At each level, the shugenja game one or more new spells, as indicated on Table 1-5: Shugenja Spells Known. The shugenja's school determines one spell of every level; sometimes these spells are normal spells on the shugenja spell list, but often they are additions to the spell list. These spells are listed with the shugenja spell list in Chapter 2: Magic and Spells. (The number of spells a shagenja knows is not affected by his Charisma bonus. If any the number on Table 1-5 is fixed.)

A shugenja is limited to casting a certain number of spells of each level per day, but he need not prepare his spells in advance, the number of spells he can cast per day is improved by his bonus spells, if any. For instance, at 1st level, Kitsu Mari

Tante I	5: SHUGENIA	Same	Wasterna
I ABLE I	D: SHUGENIA	SPELLS	VHOAM

-		_					_	_	_		
	Level	0	1	2	3	4	5	- 6	7	8	9
	1st	3+2	2+1			_	_			_	_
	2nd	4+2	2+1		_	_		1.00	_	-	
	3rd	4+2	3+1	_	_		-	_	_		
	4th	4+3	3+1	2+0	-	_	_			_	-
	5th	4+3	3+2	2+1	_	_		_	_	_	
	6th	5+3	3+2	2+1	2+0		_	_		-	-
	7th	543	4+2	3+1	2+T	-	_		-	_	_
	8th	544	4+2	347	2+T	2+0		_	_	_	
	9th	5+4	4+2	3+2	3+1	2+1	_	-	_		
	TOth	6+4	4+2	3+2	3+1	2+1	2+0	-			_
	11th	6+4	4+2	4+2	342	3+1	2+1		<u> </u>	-	
	12sh	6+4	4+2	4+2	3+2	3+1	2+1	2-D	-		
	T3th	6+4	4+2	4-2	3+2	3+2	3-1	2-1		-	_
	T4th	5-4	4÷2	4-2	3+2	3-12	3+1	2+1	2-0		
	15th	6+4	4÷2	4-7	3+Z	3+2	3+2	3-3	2+1		
	16th	6:4	4-2	4-2	3+2	3+2	3+2	3+1	2-1	2+0	
	17(b)	6+4	4+2	4+2	3+2	3÷2	3+2	3+1	3+1	2+1	
	131	6-4	4-2	4-2	3+2	3+2	3+2	3+1	3 1	5 1	2 0
	19th	G-4	4+2	4+2	3+2	3+2	3+2	3/4	317	3+1	2+1
	20th	5-4	4+2	4-2	3+2	3+2	3.2	3 1	3+1	3÷1	3+1

can cast four 1st-level spells per day — three for being 1st level (See Table 1—4: The Shugenja), plus one thanks to his high Chattama. However, he knows only three 1st-level spells care light wounds (his school spell for that level), bles, and burning hands (See table 1—5: Shugenja Spells known). In any given day, he can cast cure light wounds four times, cast burning hands four times, cast burning hands four times, or cast some combination of the three spells a total of four times. He does not have to decide ahead of time which spells hell cast

A shugenja may use a higher-level slot to cast a lower-sever spell if he so chooses. For emittiple, if an 8th-sevel shugenja has used up all of his 3rd-level spell slots for the day but wants to east another one, he could use a 4th-level spell slot to do so. The spell is still treated as its actual level, not the level of the slot used to cast it.

Shugenja do not have spell books, though they write their spells on ofuda. These ofuda serve as divine focus stems and



must be read as part of the spell costing process. Shugenja can use the Scribe Scroll fear to create magical socolls that work the same as a wizard's or cleric's scrolls.

When casting metumagic spells, remember that the shugenja has not prepared the spell in advance, and is doing so on the spot. The shugenja must therefore take more time to east a metamagic spell than a regular spell. If its normal casting time is 1 action, casting a metamagic spell is a full-tound action for a shugenja. For spells with a longer casting time, it takes an extra full-round action to east the spell. Shugen a cannot use the Quicken Spell metamagic fear.

Blement Focus All shagenja have a favored element Alr Barth, Fire, or Water A shagenja's thorse of specialized element is determined by the clan school at which he studies. At least half of the spells a shagenja knows at each spell leve must belong to his favored element, and the spell dictated by his school also belongs to that element. This is reflected on Table 1—5, which indicates how many spells of each level must be spells of the shagenja's favored element (before the plus, and how many need not be (after). At first level, for example, the shagenja Kitst. Mari must know at least three 0-level Water spells ("3+2"), including one determined by his school, and two 1st-level Water spells ("2+1") including one determined by his school. Shagenja automatically gain the benefits of the Spell Focus feat for spells from their favored element, athough this ability does not stack with Spell Focus.

As the cost of specializing in a particular element a shugonja must choose one other element, as a builted element. A shugenja cannot learn speak from his barred element. The choice of a builted element is limited by favored element.



Air — Air spens are stabile, involving travel, intuition, influence, divination, and illusion. Air shagenja must choose Earth as their borred element. The Assining school of the Crane clan and the Scorpion clans Soshi school specialize in Air magic.

Earth spells involve residence and resolve, heald and growth, the body and its strength. Earth slaugen a must choose Air as their barred element. The Kunt ar hool of the Crab clan, he Tagneri school of the Dragon cian, and the Yogo school of the Scorphon clan specialize in Earth magic.

Fire — Fire spells are destructive and batant, though they also deal with intelligence, inspiration, and creativity Fire shugenja must choose Water as the r probibited element. The Agasha school of the Phoenix clan specializes in Fire magic.

Water — Water spells involve transformation, cleansing, healing and friendship. Water shugenja must choose Fire as their prohibited element. The Kitsu school of the Lion clan and the Juchi school of the Unicorn clan specialize in Water magic.

The shugenja of the Phoenix clan's Isawa school can specialize in any of the four elements. The Isawa school also trains shugenja who specialize in the fifth element, Vo.J.

Source Elements: One of the first "spells" a saugeage learns — a magical effect so basic that it becomes a spell-like ability — is the ability to sense elements. As a full-round action a shageage can become aware of all sources of one chosen exament (nit, earth fire, or water) within 10 feet. The shageage learns the size of the objects but not the precise location of actual parties.

By concentrating longer, a shugen; a can either extend his magical senses or gather more information about the elements he has detected. Each additional round spent in concentration allows the shugen; at add 5 feet to the radius of his sense ability, to a maximum range of 5 additional feet par shugen; avel. Thus, at 4th level, Kitsu Mari can sause elements to a maximum ranger of 30 feet by concentrating for five full rounds. Alternatively, the shugen; a can focus on one sensed element par round, attempting a Spelleraft check to determine more about it. The amount of information he learns depends on his Spelleraft check result.

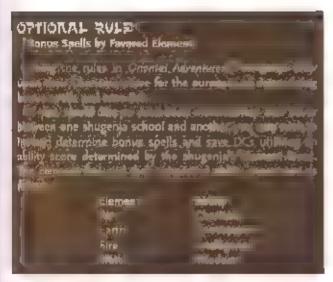
DC Information Learned

- 20+ Item a general location (5 foot square containing it, or its nearest boundary if it is larger than a 5-foot square)
- 25+ Whether the item is natural or a specieffect (A normal Spellcraft check against DC 20 + specievel can then determine the nature of the spell effect)
- 304 Whether the Item is a creature or an object
- 354 The exact nature of the fam for example, whether a creature is a human or an on whether an object is gold or stone, whether air is breathable or not

In subsequent rounds, a shugenja can either retry his Spellereft check on the same item, shift his attention to a different item, or extend the range of his senses.

A ist-level amagenta can use this ability three times per day. Every 5 levels he advances as a magenta allows him to use the ability arradditional time per tay (4 times at 5th level, 5 times at 10th level, and so on). Like many divination spells, a slaugenta's sense elements ability is blocked by 1 foot of stone. I inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.





For example Kitsa Toju enters a room and concentrates to sense water (Arthough he is a water shagenga, he could just as easily sense any other element, including fire.) He becomes aware of all sources of water within 10 feet. There is a basin of water on the nightstand, a person behind the door (living things are made of all four elements), and a vial of poison in that person's hand — Kirsa Toja learns that there are three sources of water within 10 fear of him: one Medium-size one Small and one Fine. Concentrating for a round, he makes a Spelicraft cheek and gets a rosuit of 31. He learns that the Medium-size source of water is a creature, while the others are objects, that all three are natural, not megical, and where each one is, if the assessin behind the door has not already jumped out to attack him, he has learned that a creature is hiding behind the door, but more likely, he has learned that a creature is hiding

EX-SHUGERIA

Like members of any other class, shugenjo may be multiclass characters, but they face a special costriction. Shugenja may not take levels in the samuran class, and shugenja who goin levels in a new class may never again raise their shugenja level. All shugenja abultios are retained.

Characters of other classes may not later gain levels as a shugenia.

PHOENIX SHUGENJA STARTING PACKAGE — ISAWA FAMILY

Armor None

Weapons: Aiguch: (144, crit 19-20, 1 lb., Tiny, Pietcing) Wakazahi (+1 aitack, 146 crit 19-20, 3 lb., Small, Pietcing) Skill Selection: Pick 2 number of skills equal to 4 + Int modifier

5k.II	Ranks	Ability	Armor
Concentration	4	Cor	
Dipiomacy	4	Cha	-
Hea	4	W s	*
Knowledge (Arcana)	4	prt	
Knowledge (Elements)	- 4	et	
Knowledge (Etiquette)	4	nt	-
Knowledge (Fortunes)	4	Int	
Knowledge (Hustory)	4	Int	
Knowledge (Nobility and Royalty)	4	Int	
Spencraft	4	Int	

Feat: Supenor Elemental Focus.

Bonns Feat Void Use

Gest: Calligraphy set and inking stone fureshild sack, I ght horse, but and bridle, saddle, saddlebags, shugenja's vestments, oluda for all known spells.

Wealth: 7 koku, 2 bu, 4 zem (7 gp, 4 sp, 8 cp).

ALJIJ ZHT

To the Empire, ninja do not exist. They are simply peasant auperstition passed down from generation to generation in farmer villages and old women's tales. Though tales of shadow-walking mays persist to this day, noble samural dismiss them as the result of paranois or as lary grands excuses.

Those who still walk in shadow would have it no other way Adventures: Invariably, ninja are spies, assassing or both Lake rogues, they are masters of subterfuge, stealth, thiovery, and less Unlike rogues, they understand the deeper mysterics of the shadows, and are far better at misdirection and murder Because of this, and the Empire's view of ninja, they generally fit into a samural party under false preferace, or into a party of nings. When a minja ventures forth, it will always be to cause desorder and confusion among his lord's enemies. This can make from simple assussmution to a more prolonged campaign to discopt activities in an area. Some mails are not assassins at all, but merely serve as spies for their lord. These spies are generally more honorable than their assassin brethren. Most non-Scorpton manta in service to a lord fill the role of a spy, and use their skills for little else than simple information gathering, thievery, and causing confusion

Characteristics: Nings are impossible to classify as a group by personality. Because every Kokugani publicly despises them a nings must keep his actions secret, or face execution — one of the lowest forms of dishonor. Many nings in service to a damyo adopt a public face to hide their activities behind, and are accepted among the samural caste. Being able to adapt different personal, and acquis themselves well enough in a fight to survive are the skills that separate the nings that are found from the nings that are dead

Honor/Alignment. The motivations for a ninje's scrions can be anywhere from serving the wishes of his lord to simply working for his own gain. A ninje can be of any non-lawful alignment, though they are generally evil. The actions of a ninje, however, are nothing short of dishonorable, no matter who their ford is or why they do their tasks.

Background: Ninja are usually without clan affiliation, except students of the Shosuro Dojo in the Scorpion lands. I hough the Scorpion take great pains to train their ninja well, Non-Scotpion ninja are generally as effective as the Shosura. This usually is due to natural tulent more than effective training — there are many more Scotpion ninja than rould nings. However, every Clan has at least one minor lord who employs the shadowy services of the ninja.

Races: Ninga are strictly human. Naga and Ranings practice stealth on a daily basis, with the Ravlingo stealing from humans as much as they speak with them. However, neither sace cares enough about assassination and sabotage to ever put their efforts into training tunia.

Other Classes. Nama must be cautious in their associations with other classes, as one false step could lead to their execution. Ninja also have rather skewed views of honor, though that is no reason they cannot find a place within an adventuring



TABLE 1-6: THE NINIA								
	Base	Fort	Ref	Will				
Level	Attack Bonus	Save	Save	Save				
1st	+1	+0	+0	+2				
2nd	+2	+0	+0	+-3				
3rd	+3	+1	+1	+3				
4th	H4	+1	+1	+4				
Sth	- 15	+1	+1	44				
6th	+6/+1	+2	+2	+5				
7th	+71+2	+2	+2	+5				
Bth	+8/+3	+2	+2	+6				
914	+9/+4	+3-	1-3	+5				
iOth	+10. +5	+3	3	7				
111	+11/+6/+1	4.3	+3	+7				
284	+12/+7/+2	open and	+4	+1				
TBels	+13,+8/+3	- est	44	+8				
14th	+14 +9 +4	+4	+4	+9				
15th	+15/+10/+5	+5	+5	+9				
16th	+16/+77/+6/+1	+5	+5	+10				
17th.	+17/+12/+7/+2	45.	+5	470.				
18th	+18, +13, +8,+3	+6	+6	+ 1				
19th	+19/+14/+9/+4	+6	46	+1				
20th	+20/+15/+10/+5	+6	+6	+12				

party. Those ninjs with a samural lord see themselves as the daimyo's worthlest servants, willing to give up their own honor for that of their lord. In any case, minjs tend to multi-class in order to create more complete false identifies, or in rare cases become minjs after being dishonored as a samural. Many Scorpion "samural" are actually ninjs, or multi-class fighter-minjs) in order to faither the goals of their class. A Scorpion is not above the law of Rokugan, however, should be be caught walking the dishonorable path of the ninjs.

Examples of Ninja in Legend of the Five Rings: Shosuro Nishiko, Matsu Hiroru, Mamoru, Dayushi Aramoro, Shosuro Chian, Bayushi Yokuan, Hirariko, Hoseki

GAME RULE INFORMATION

Nanja have the following game statistics.

Abilities: Desterity and Intelligence are the most important scores for ninjs, who are almost constantly in a position where they must stay on their toes mentally and physically fixtra skill points foster a nin, as adoptability to any given situation, and a high Dexterity will aid the nings in a fight and when the time to run comes.

Honor/Alignment: Any non-lewful dishonorable The Die. do.

Class Skills: A majob class skills (and the key ability for earn skill) are Balance (Dex). Bluff (Cha), Chino (Str), Craft (Int), Decipner Script (Int. Exclusive Skill), Diplomacy (Cha), Disable Device (Int). Disguise (Cha), Escape Artist (Dex), Forgery (Int). Gether Information (Cha), H. de (Jex), Innuendo (Wis), Intuit Direction (Wis), Jump (Str), Listen "Wis, Move Silent y (Dex), Open Lock (Dex), Perform (Cha). Pick Porket (Dex), Profession (Wis), Read Lips (Int, exclusive skill), Search (Int). Spot (Wis), Tumble (Dex), and Usa Rope (Dex), See the Player's Handbook²⁸ for skill descriptions.)

Skill Points at 1st Level (4 + Int Modifier, × 4.

Skill Points at Each Additional Level 4 + Int modifier

CLASS FEATURES

All of the following are class features of the nime.

Weapon and Armor Proficiency: Ninja are proficient with the following weapons: Dagger, Datt, Shuriken, Kanne,

Special

Sneak attack +1d6. Ainja Dodge +1 Polson Use Sneak attack +2d6 Uncanny Dodge Speed of Darkness

Sneak attack +3d6, Ninja Dodge +2

Uncar ny Douge Sneak attack.+4d6 Shadow Run

Sneak attack +5d6

Bird Fight Ninia Dodge +3 Speak attack +6d6

Sneak attack +6d6 Deflect Arrows Sneak attack +7d6

Sneak attack +8d6, Ninja Dodge +4

Sneak attack +9d6

Sneak attack +10d6 Ninja Dodge +5

Ninja-to, Chain, Kuseri-gama, and Blowgun. Though ninja are able fighters, this comes more from their training in hitting pressure points and finding weaknesses in another's detons. Than irom sheer may sal prowess. In no are not proficient with any armor or shields, rolying on freedom of movement and highly trained reflexes to keep them out of danger. When wearing armor that incurs a penalty their greater than 0, the ninja loses severa, of his abilities, as noted below.

Armor check penalties for armor heavier than leather apply to the skills Balance. Climb, Escape Arrist. Hide Jump, Move Silently, Pick Pocker, and Tumble. Swim checks suffer a —i penalty for every five pounds of armor or equipment carried.

Sneak Attack: If a ninja attacks ar opponent who is unable to defend himself effectively, the rinjs can strike a vital spot for extra damage. Any time the ninjs target would be denied his Dexterity horses to AC (whether he actually has a Dex horses of not), or when the ninjs flanks the target, the ninjs's attack deals extra damage. The extra damage is +1d6 at 1st level and an additional 1d6 every two levels thereafter. Should the ninjs score a critical hit with a sneak attack, this extra damage is not multiplied. (See Attack Roll Modifical in the Player's Handbook, for combat situations in which the ninjs flanks an apparent or the opponent loses his Dex bonus to AC.)

Ranged attacks can only count as should attacks if the target is within 30 feet. The minja can't strike with deadly accuracy from beyond that range

With a sap (backjack, or an anamed strike, the ninja can make a sheak a such that deals subdual damage instead of norms, damage. He cannot use a weapon that deals normal damage to deal subdual damage in a sheak attack, not even with the usual. A penalty because he mist make optimal use of his weapon in order to execute a sneak attack. (See Supapal Damage in the Player's Handbook.

A pinja can only sheek attack a living creature with a discernible anatomy — undead constructs, outer, plants, and incorpored, creatures lack vital areas to attack. Any creature that is immune to crincal bits is also not vulnerable to sneak artacks. The minja must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The ninja cannot sneak attack while striking a creature



with concealment (See the Player's Handbook**) or striking the timbs of a creature whose vitats are beyond reach.

Ninja Dodge: The nings game this special variation of the Dodge text for free at first level. Effectively, this abouty has the same effect as Dodge, except that the nanja gains the ability mutiple times. At lifth, wenth, lifteenth, and twentieth level, the bonus granted by Ninje Dodge is rused by one. At fifth level, the ninja may also chose to dodge multiple opponents in a round, declaring his dodge feat during his action. The minis may choose to use some or all of this bonus to dodge each attractor, a maps with +3 dudge may choose to me Nima Dodge to gain +2 AC against one attacker, then +1 against another in the same round -3 against a single attacker. or gain +1 AC against three strackers in the single round. Julike the normal Dodge feat, this ability may not be used when wear ng atmos with a check penalty greater than 0 This ability stacks with the bonics provided by the actual Dodge fest A nints may take feats with Dodge as a prerequisite if he has Minja Dodge, but may not use these feats when wearing armor with a check penalty greater than 0.

Polson User Ninja sie trained in the use of poison and, beginning at 2nd level never risk accidentally poisoning themselves when applying poison to a blade.

Uncarry Dodge: At third level, the ning gains the ability to rose to danger before his senses would normally allow hum to do so. He retains his Desterity bonus to AC (if any) despite being caught flat-footed or being struck by an invisible attacker. He still loses his Desterity bonus if autmobalized

As 6th, level, the minis can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacket. This defense denies other ninja and rogues the ability to use flank attacks to sneak attack him. The exception to this defense is that another ninja of rogue at least four levels higher than the character can flank him (and this aneak attack him).

Speed of Darkness: The strength of a ninjet attack lies in his ability to strike quickly at exposed areas and fade away. At tourth level and beyond, the ninje adds his Intelligence modilier to his initiative rol.

Shadow Run The min gains a speed bonds equal to his Conthitation model of × 5 when wearing no or light armor and not corvering a heavy load). This bonds is to his base speed, before monders such as taking the double move action are figured in.

Blind-fight: Attenth even, the minis gains this feat for free Deflect Arrows. At 12th level, the ninju gains this feat for free, even if he does not have improved Unitined Strike This about may not be used when wearing armor with a check penalty above 0.

ATJUD-KE

A ninja who becomes lawful or honorable may no longer progress in levels as a ninja, though he retains all class abilities. Note that fudicious use of the ninja class abilities should quickly retain the character to a state in which he can continue to progress as a ninja.

SCORPION MINITA STARTING PACKAGE — SHOSURO FAMILY

Armor: No armor
Weapons: Ninjato (1d8, crit 19-20, medium, skshing);
Aguchi (1d4, crit 19-20, 1 lb., ring, pacering).
Skall Selection. Pick a number of skalls equal to 4 + Int modifier.

Skill	Ranks	Ability	Armor
Bluff	4	Cha	
Gather Information	4	Cha	
Listen	- 4	W 5	-
Move Stiently	4	Dex	
Search	4	nţ	-
Spar	4	W s	

Feats Skill Focus: Move Stlentty.

Bonne Feat: Many Masks (Ancestor Shosuro Furuyari) (Ancestor fosts ore introduced in Oriental Adventures, and many more are introduced in Boleugen)

Searting Wealth: 1d6×10

In Rokugan, samural are expected to retire to a monastery at the age of forty. While it is becoming more and more common to disregard this amount there are still many samural who do so. Some retire at a much younger age for a variety of reasons: to avoid dishonor, to seek enlightenment, or even because one has been forced to do so by other parties. Samural who enter the monastery quickly find that the life of combat and nobility they have known is no more, replaced by serenity and poverty.

Other monks were never samurat to begin with, but entered the monastery to escape the rigom of peasant ife. Only those peasants who earnestly seek callightenment flourish in the monastery, however, as the mental and physical conditioning quickly discounges where. It is not unlessed of for unwained children to be left upon the door of a monastery by poverty-stricken parents. Such children spend their entire lives within the ranks of the monks and frequently become great leaders.

Of the myriad of monasteries that appear throughout Rolingan, the vast majority are institutions of the Brotherhood of Shinsel, the largest monastic sect in all of the Empire. The Brotherhood is devoted to the study of the Tao of Shinsel the teachings of the man universally regarded at the wisest to ever have walked the land. The more philosophical members of the Brotherhood, called sekyo, are often regarded as more serene and peaceful than the monks of the independent monasteries distributed throughout Rokugan.

Adventures: inkyo frequently leave their monasteries to travel throughout the Empire This gives them an opportunity to gain new insights into the world around them as well as a claime to spread the weston of Shinset to others. Given their status as respected them, an inkyo can attach himself to virtually any group of adventurers, whether they like it or not After all, telling bim to leave would be a great dishonor.

Characteristics: Like all monks, the inkyo is characterized by a considerable proficiency with the martial arts. Often unarmed and unarmored, they are monetheless equipped to deal with many threats simply by vicine of their prowess.

Another defining characteristic of the inkyo is their mastery of kiho, mystical effects that draw upon the mone's strength of spirit and harmony with the elements to accomplish seemingly magical feits, Although other sects of monks and even many non-monks can and do learn kiho, none are so proficient with them as the inkyo



TABLE 1-7: THE INXYO

	Base	Fort	Ref	Willi		Unarmed
Level	Attack Bonus	Save	Save	Save	Special	Damage
Tist	+0	42	42	ખાર્ટેટ	Kiho, Void se improved Jingrimed Strike	144
2nd	+7	43	+31	+3	Depths of the Void	184
3rd	+2	+3	+3	+1,3	Purity +1	1d4
4th	43	444	+4	44	Kiho	1:14
5th	43	+4	4.4	+4		ldá
5(1)	9-4	+9	4-5	+5	Purity 42	146
7th	+5	+5	+5	45		146
8th	+6/+1	+6	+6	+6	Kiho	1d6
91/1	+6/+1	+6	4-5	+6	Purity +3	1:46
10th	+7/+2	+7	+7	+.7	rapioved Void Use	1d8
11th	+8/+3	+7	+7	+7	Depths of the Void	1d2
12th	+9/+4	+4	+8	+8	Kiho, Purity +4	148
13th	9) 4	+6	+0	+8	Serenity	1d8
34th	+10/+5	4.0	-9	+9	·	1d8
15th	+11/+6/+1	+9	+9	+9	Purity +5	1810
16th	+12, +7 +2	+10	+30	10	Kiha	1d10
17th	+12/+7/+2	+10	+10	+10	Superior Void Use	1410
TSth	+13/+8/+3	+11	+11	411	Purity+6	1810
19th	+14/+9/+4	+11	4]]	+11		1d10
∠Oth	+15/+10/+5	+12	+12	+12	Kino	1612

Honor/Alignment. The vast majority of linkyo are honorable. The mind-set necessary for them to achieve the state of harmony from which their abilities originate simply demands it. Dishonorable linkyo are exceptionally fare. In terms of alignment inkyo are by nature good. They are typically lawful, but occasional free spirits among them venture foto the chaotic signments.

Religion: Although the Stotherhood of Shinses recognizes and practices both Shinted and the worship of the Fortunes, they typically place greater emphasis on the teachings of Shinsel. They besieve that the simple wisdom of his sayings leads to a fuller and richer understanding of the world around them, and often offer advice to others in the form of quotes from the Tao.

Background: Inkyo (and to an extent all monks) are unique in Rokugan in that they exist outside of the Empire's strict political structure. They are neither samural not help a but draw their ranks from both lastes. An inkyo can be of virtually say exclusioned or origin.

Vir.ually all inkyo are members of the Brotherhood of Shinser. As such, they are expected to lend aid to their brothers whenever asked, regardless of the circumstances. They are furthermore expected to aid the pensantry of the Empire whenever possible. Traveling marks are expected but not required to visit Brotherhood monasteries in the lands through which they trave.

Races: Inkyo are almost always human. The Maga and Nezumi have wildly different theological practices, and even if by chance they did embrace the teachings of Shinsel, the notion of spending their lives in a monastery is utterly foreign to those ruces. Still, the Brotherhood is open to all who follow Shinsel, and they would presumably extend this invitation to other races as well.

Other Classes. The Brotherhood of Shinsel is the mosprominent sect of monks in the Empire and as such they are recognized throughout the land as wise and irostworthy individuals. As a result, inkyo typically get along well with virtually all classes.

MOITAMSOANI ELUS EMAD

Inkyo have the following game statistics.

Abilities: Wisdom and Dexterity are the two most important abilities of the inkyo, as many of their skills depend on them. Mattally-oriented monks wil, want high Strength and Constitution as well. As monks from the Brotherhoud sie respected throughout the Empire, it would be possible to exercise considerable social clout with a high Chartsma and the appropriate skills.

Elle Die: ds

Glass Skills: The inkyo's class skills (and the key ability for each skill) are Busines (Dex), Climb (Str), Commercation (Con), Craft (Int), Diplomacy (Cha), Hide (Dex), Jump (Str), Knowledge (Blaments, Fortunes, Shintao) (Int), (Int), Listen (Wis), Move Stiently (Dex), Perform (Cha), Search ,Int), Sense Motive (Wis), Spot (Wis), Swim (Str) *Tea Ceremony (Wis), Tumble (Dex), and Wilderness Lore (Wis).

("Tea Coromony is a new skin introduced in this book.)

Beginning Skill Points (4) Int Modifier) \times 4

Skill Points Per Level: 4 Int Modifier

Examples of inkyo in Legend of the Five Rings. Temuya, Takso, Sauna, Hoshi Essa, Togashi Musu.

CLASS FEATURES

The following are class features of the Inkyo

Wespon and Armor Proficiency: Inkyo are proficient with al. Simple weapons. While monks of the Brotherhood of Shinset do not often wear armot, they are proficient with Light Armor from their work with peasant ashigaru. Armor check penalties for armor heavier than leather apply to the skills Balance. Climb, Escape Artist, H.de., Julius, Move Silently, Pick Pocket, and Tamble

Improved Unarmed Strike: The inkyo gains the benefit of dawles, a the list level. His unarmed strikes are considered armed strikes.

Unarmed Damage: Although they do not focus upon martial training as much as monks, the takyo do believe that a fit body is necessary to achieve a fit mind. Then the rung in the martial arts gives them an advantage in unarmed compat. At the 1st level, the inkyos anarmed strikes inflict 1d4.



damage , rather than the normal 1d3). This increases by one die type at the 5th level and every five levels thereafter

Kiho At the 1st level, the inkyo may select an additional feat. This bonus feat must be a kiho, and the character must meet all prerequisites in order to learn the feat in question. The mayo gains another kiho feat at level 4 and every fourth revel thereafter (8th, 12th, 16, and 20th).

Certain feats previously appearing in the Player's Handbook** are now considered kinn feats. These are: Blind Fight, Deflect Arrows: Improved Disarm, Improved Trip, Stuaning Fist.

Fears from Orienta: Adventures* which are considered kibo include Choke Hold, Defensive Strike, Defensive Throw. Eagle Claw Attack, Barths Bimbrace, Falling Star Strike, Fists of Iron. Flying Kick Freezing the Lifeblood, Grappling Block, Great s. Shour, Improved Campile, Khantas Strike, Ki Shout, Pain Touch, Roundabout Kick

New killo introduced in this book include: Breaking Blow, Cleansing Spirit, Killo,, Death Touch, Flee the Darkness, Fortune's Breath, Heart of Stone, Ryoku, Self No Self, Soul of the Four Winds, Spirit Strike, and Zanji.

Void Use: At the time of character creation, the inkyo gains the Void Use feat. If using the mandatory ancester feat rules from Oriental Adventures, Void Use may be substituted in place of an ancestor feat.



Depths of the Void. At 2nd level, the inkyo gains the Depths of the Void feat, increasing his maximum number of Void points by two. The monk gains the feat igain at the 11th level, adding an additional 2 Void points to his maximum.

Purity The inkyo exists in a state of harmony with the elements. As such, it is more difficult for elemental magic (Air, Earth, Fire or Water spells) to harm him. At the 3rd level, the inkyo gains a +1 enlightenment bonus to all saving throws versus elemental spells. This bonus increases by one at every third level thereafter (6th. 9th, 12th, 15th, and 18th levels).

Improved Vold Use: Beginning at 10th level, the takyo gains in additional +1 Vold boaus on any attack roll, skill check, or saving throw when spending a Void point (See the Void Use jett for details on the normal applications of Void Boats.) The takyo may now spend 2 Void Points on a single attack voil. skill check, or saving throw. These boauses stack with other Void boauses.

Secentry To the enlightened mind, fear is simply a distraction to be put aside. Beginning at level 13 the inkyous immune to all lear effects. He also gains a +5 to resist any effect that would alter his thoughts or control his actions: this includes both spells and creature abundes.

Superior Void Use: Beginning at the 17th level, the unkyo gains an additional +2 Void bonus on any attack rol., skull check, of saving throw when spending a Void point. He gains an additional +2 Void bonus when using Void to augment his Armot Class. These benefits stack with any other Void bonuses (for a total of +5 with Yord Use and Improved Void Use). The inkyo may now spend up to 3 Void Points on a single attack roll, skill check, or saving throw

A note on multi-classing: While it is possible to multi-class from the inkyo class into other non-mone basic classes without losing any inkyo abilities, it is strongly teconmended that C-Ms not allow it Entering a monastery in Rokugan is considered final, and few mones ever return to the life they knew before they shawed their heads and took up the study of the Tao.

A note on feats: Inkyo are monks, albeit sess teartially inclined than standard monks. Any feats which have as a prerequisite a specific level of the monk class may be purchased by an inkyo at one level above the prerequisite for example, a feat that requires monk level 4th# could be taken by an inkyo beginning at the 5th level

HUKYO STARTING PACKAGE

Armor None

Weapons: Bo (1d6, cut ×2, 4 lb., Large, Bludgeoning).

Skill Selection: Pick a number of skills equal to 4 + Intendifies.

Skill	Ranics	Ability	Armor
Balance	4	Dex	-
Concentration	4	Con	
Diplomacy	4	Cha	
Knowledge (Shintao)	4	Int.	-
Sense Motive	4	Wis	<u>-</u>
Spot	4	Wis	-
Tea Céremony	4	Wis	-
Turnble	4	Dex	

Feat: If Dex is 13 or higher, Dodge If Dex is less than 13

Bonus Feats: Void Use: Self/No Self

Cear Small travel ratchel with flint and trees, rations and a forch.

Wealth: 5d4 koku.



LOW SKILLS Contain a land and support of the second and support of th

REW SKILLS

BATTLE BUIST

You are a skilled officer and manager of troops. You can command others effectively on the field of hartie

Theck: While the Knowledge (War) skill represents a knowledge of warfare and factics, this skill represents battle-field cumning and the ability to put factics into action. This skill also represents a general familiarity with factics and can be used to perform any of the following actions.

Find Advantage: This use of the skill allows you to quickly read the field of battle for a momentary advantage. Once per round as a free action you may use this skill to find the quickest route to higher ground, cover concealment, or an effective place to hide (gaining a +2 circumstance bonus to any Bluff checks used to create a diversion to hide (his tound).

Hunth: This skill allows you to sense whether or not the
onemy's goals are truly what they seem to be, it is essen
tially Sense Motive on a grand scale. A successful check can
reveal whether the enemy is fighting defensively to delay
you, intends to concentrate on a specific objective or
simply wishes to retrest (If you have 5 or more ranks of
Sense Motive you gain a +2 synergy bonus to this check.)

 Recognize Ambush This use of the skill amows you to recognize areas that would make effective ambush points, amowing you to either avoid an ambush or organise one of your own. This only bestows a general warmon of what could happens detecting hidden attackers at:ll requires a successful Spot check

 Find Weaks ass: An opposed Dattle check against the leader of an enemy army may be used to find some weakness in the opponent's strategy.

Battle Task	DC
Find Advantage	15
Hunch	20
Recognize Ambush	20
Find Weakness	Spec.a

If you have 5 or more tanks in Knowledge (War) you get a +2 synergy bonus on Battle checks.

Retry: A failed Battle check cannot be re-rolled unless something significant extens the makeup of the battle.

Special. A ranger may apply his favored enemy bonus to Battle checks against an army composed mostly of or led by his favored enemy (See the Player's Handbook¹⁰)

Class Skill: Barbarian, fighter, patadas, ranger sumurat rogue.

GAMES WARREST

Like Craft, Profession, and Knowledge, this skill encompasses many separate skills. Pick a game from among the following Kethati, Go, Shogi Sadané, or Sumai (see the Rossignar culture section for details on these games). You are particularly skilled at this game. You may use games not listed in this hook with this skill, with the DM's approval

Check: Contested roles with this skill determine the winner between two opponents. In a game with several opponents (such as Sedane), the highest result wins. The ability score used for Cames skill checks depends on the game.

Game	Key Ability
Kërnari:	Dex
Go. Shugi	₩is
Sadane	Cha
Suma	5.1

Natry A check for an individual contest may not be retried, though you may be able to changing your opponent to a sematch.

Cless Skill, Bard, courtier

KROULEDGE out trained only

A number of new Knowledge skills are ave lable in Rokagan

- Abrestore (hooddines ancestry, and prominent shirtyo.)
 Hitigristia (rooms) money polytics to turns outcome.
- Bitquette (social mores, politics, rokugan, customs important politicisms).
- Elements (the minor same, the abb and flow of elements, kino; in most situations in Rokugan this skill supersedes Knowledge (arcana).)
- Law (crime, punishment, enforcement, and other legal matters).
- Shintag (the Tab of Shinsei the path of enlighteniment, sects of the Brotherhood of Shinsei, general pullosophy and wisdom).
- Fortuner (the Fortunes, the Kumi, shugenja lore, and the Catestal Order).
- Spirit Realm (choose a specific Spirit Realm Chikushudo, Gaki-do, Jigoku, Meido, Sakkaku, Tengoku, Toshigoku Yomi, or Yume-do. Provides specific information about that Realm). See Lasmongy section for details on Spirit itsalms.

Special: Knowledge (elements, Fortunes, and Shintso) are class sails for monks and inkyo. Knowledge (lew) is a class skill for samurai. Knowledge (enquerte, history, local, nobility and royalty) are class skills for counters.





KROWLEDGE (RESEARCH) zints

You are skilled in using obtaines, historical archives, and other resources of knowledge to find specific information. If you have access to such references, you may use them to research obscure information quickly and efficiently. Though this is part of the Knowledge skill its applications are complicated enough to ment its own skill description.

Check. If your source of reference contains information relevant to what you are researching, you get a execumstance bonus to your subsequent Knowledge skill check according to the result of your Research check. This bonus is equal to +2 (Research DC 10) with an additional +2 for every 5 by which you exceed this DC. A successful Research check can require anywhere from an hour to days, depending on how obscure the subject of the research may be

Retry: Yes, Bach retry requires an equal amount of time and searching. However, if the references do not contain the information you are seeking, no armount of retrying will be

g reasst 1

Special: If you have 5 or more ranks in Gather Information, you gain a +2 synergy bonus on Knowledge (research, checks.

RURUC ICHA: TRAINED ONLYS

You can reproduce the voices of others, or the sounds made by

creatures you have heard

I hack. You can attempt to diagnise your voice as that of another person, or trick others into believing they have heard whatever creature sound you wish to mimic. You must spend at least a day practicing your mimicry, or sutter a —5 circumstance penalty to your check. You may not attempt to mimic people or creatured you have never heard before. Anyone that hasts you must make an opposed Listen check to realize that what they are hearing is not authorite.

Retry: Generally, once you have failed to fool a target you cannot fool him again. Any further Mimis checks (emulating other voices or noises, against the same person during that

encounter suffer a -2 penalty.

Special, If you have 5 or more ranks in Lasten, you receive a +2 synergy bonus on Mimic checks.

Class skill Bard, druid, nin, a, rogue.

POISOR TIRE TRAINER ORLY:

This skill allows the character to brow and prepare poisons. Many members of the Showard family are adept in crafting letted poisons from animals, vegetables, and minerals. All of the poisons on the following list use the rules for poisons in the Dungeon Master's Guiden

Check: As per the usual rules for Craft skills (see the Player's Handbook!") The number "sted under "Brew" is the DC required to brow one dose of that variety of poison Making any poison requires a Poison Lab (See New Equipment, page 51)

and the proper materials.

At any time, crafting a poison carries a 10% chance that the character will polson nimed during the preving process. Crafting an animal poison carries a 20% chance of self-poisoning Any character class with the Poison Use shifty negetes the risk of solf poisoning when crafting poison.

Increasing potency Increasing the browing DC by 5 increases the save DC of that poison by 2. You cannot increase a

patticular poison's DC by more than 4-

The poisons listed below are described in Oriental Adventure," except for those marked by an esterisk (*) which are us also essewhere in this book

Poison Name	Brew DC
Antmat Potsons	
Bee Vanom	20
Black Viper Venote	25
Cobra Toxin [®]	20
Jellyfish	20
Putterfish (fugts)	30
Scarpion Venom	20
Snake √enom	20
Spider Venom#	20
Wasp Venom	20
Herbar Polsonia	
Or pping Poison*	30
Jamk J Ropu	25
Jeroku Ropu Smoke	25
Ketsu	₹5
Kirel-ko	2.5
Warui Paseri	25
Wish You Dead*	35
Other Poisons	
Bog Hag Blood*	30
Faunter Sh	40
F & Bred **	20
Hot Madness*	35
Night M k	20

Special: If you have five ranks in Profession (berhalist,, you gain a +2 synergy bonus on when crafting herba, poisons

If you have five ranks in Handle Anima, you gain a +2 synergy bonus when childing Animal Poisons, and reduce the chance of poisoning yourself by 10%.

If you have five ranks in Craft (posson), you gain a -2 synergy bonus on Heal checks when treating a poison Class Skill: Ninja, rogue

SPEAK LANGUAGE MORE; YRAINED ORLY

This ski... is described in the Player's Handbook MAdditional languages evaluable in Rollagen are as follows:

Ashalan — Spoken by the Ashalan known by a few Unicorn.

 Assassin A secret language of the Assassin's Guild of distant Modinant a, Salasin, Almost unknown in Rokugan.

Bakemono — Spokon by goblins.

- Chikushudo Spoken by animal aparita.
- High Rosugani Geremonial language, spoken only by the samuta, caste and monks.
- Loory Kingdoms The root of a variety of different cribin dialects, spoken by denizens of the gapto Ivory Kingdoms.
- Kamt Secret language spoken only by shugen, a when conferring with the kamt.
- Makhem Common language of the gasten peoples of the Running Sands
- Moto Adapted from the . jik ha language, now spoken exclusively by the unicorn.
- Mir/ma The language of the tricksters: spoken by mujims and known by Nezum.
- Naga Spoken by Naga.
- Nezumt Spoken by Rat.ings.
- Ogre Spoken by free ogres.
- On. Spoken by the demons of Jigoku mano taukas, and other Tainted creatures.
- Ronagan: Spoken by the general populace of Rokugan.
- Senget Gautt language spoken by citizens of the distant Seripet Empire
- Yobanjin ~ Gaijin language spoken by the barbarians of the northern mountains



TEA CEREMONY RUBS: TRAINED ORLY?

You are a master of the art of the tea ceremony. You may use the beauty of your art to basish ego and desire, restoring locus to yourself and others.

Check. The tea ceremony may be emulated with the Perform skill, but this skill indicates true mastery. If you have the proper utensils (a rea set and green ten) you may perform the reaccremony A successful check DC 15 requires an hour or more of preparing and drinking real it restures 1 Void Point to all characters with the Void Use skill who participate. up to a maximum number equal to your Tea Ceremony skill

Class Skill. Courties, sukyo, monk, samurai, shugenja.



手三八丁S

てレスルースミらてえいてきず すきふてら

Most technique feats are clan-restricted, and a handful of other new feats are clan-restricted as well. These feats are all carefully guarded secrets, and are not given lightly.

A character who gains the trust of another clamy sense: (a difficult task) may be educated in the new clans techniques. However even similar clans have extremely divergent methods of training, and require their students to readjust their manner of thinking accordingly. Any character who wishes to learn the techniques of a clan other than his own must learn the Different School feet.

Ronin characters tend to be more open-minded and flexible than those raised among the Great Clans, and may adopt one clan's school, and the ability to learn their techafques, without penalty (Assuming, of course, that the school accepts a ron.m.) If a roma wishes to learn the techniques of a second can after this, he must take the Different School feat normally.

KIHO FEATS

The term "kubo fest" is used to denote fests available to the inkyo character class as bonus feats. Most kiho feats are by no means restricted to inkyo. Any character who meets the prerequisites for a kilon feat may learn the feat.



TABLE 1-8. NEW FEATS Crab Clan Techniques

Hida Technique Ratling Ally

(Ancestor Hiruma Kazuma)

Strength of the Earth The Mountain Does Not Move

Hida's Rage

The Mountain Does

Not Fall

Way of the Lirah Con 13a

Base attack bonus +1 or higher

Crane Clan Techniques

ndefaugable Hero (Ancestor Dor Hotel) A Single Militer c

Speed of the Karni

The Sudden Strike

Tread on the Brade

Way of the Crane

Kakita Technique

Dragon Clan Techniques Daisho Technique

Heart of the Dragon

Togashi's Technique

Way of the Dragon

Elemental Attunement Let Him Go By

Prerequisite Once/three levels

Toughness

Base attack bonus +6 or higher Con 13+, Void Use

Toughness

The Mountain Does Not Move Base attack bonus 12 or higher

Con 13+, Void Use Great Fortitude The Mountain Does Not Move

Prerequisite

Base attack bonus +7 or higher

riproves It halive Base attack bonus #3 or higher

Dex 13+ Yord Use

Base attack bonus +2 or higher

Dex 13+ Base attack bonus +10 or

higher Void Use

Doy 13L Martial Weapons Prof., Katana

Weapon Focus: Katana Base attack bonus +6 or higher

Dex 13+

Weapon Focus, Katana Way of the Crane

Prerequisite

Base attack bonus +1 or higher

Mastial Weapons Prof Katana Martial Weapons Prof.

Wakizashi Base attack bonus +10 or

Wis 13+, Cleave

Martial Weapons Prof. Katana Martia, Weapons Prof.

Wałozashi Daisho Technique

Base attack bonus +6 or higher

Martia: Wespons Prof.: Katana Martia, Weapons Prof.,

Wakizash

Dátsho Technique Sase attack books +1 or higher

Martial Weapons Prof., Katana

Martia Weapons Prof.

Wakizash

Daisho Technique Wis 13+

Base attack bonus +6 or higher



Void Use

Precedurate

Prwer Attack

Void Jse.

Honorable.

Way of the Lion

Prereguisite

Vigita use

Dex 13+

WIS TS+

yord Use

Vold Use

Wis 13+

Yold Use

Wis T3→

Void Use

Wis T3+

Void Use Wis 13+

Way of the Phoenix

Way of the Phoenix

Way of the Phoenix

Shiba's Technique

emproved initiative

roproved Disarm

Prerequisite

Dex 134

Void Jac

Expertise

nt 13+

Toughness

Prerequisite

Str 13+

Base attack bogses +1 or higher

Base attack bones +10 or higher

Base attack bongs +6 or higher

Base attack bonus +1 or higher

Base attack borres +8 or higher

Dex 13+, Bluff Skill, Quick Draw

Base attack bonus +3 or higher

Base attack bonus +6 or ligher

Base attack bonus +1 or higher

Base attack bonus +9 or higher

Base attack bonus +3 or higher

Base attack bonus 16 or higher

Base attack bonus +10 or higher

Str 15+, Ambidexterity

Two Weapon Fighting

Prepared

(Ancestor, Mirumoto Taxeda)

Jon Clan Techniques

Death Trance

he Hing! Lesson

Matsu's Roar

Spirited Ancestor' Akodo Samune'

Strength of Purity Way of the Jon

Akouo's Technique

Mantis Clar Techniques

Cold and Cunning Ancestor Gusal) Gusal's Technique

Hand of Osano-Wo

Soul of the Storm

Strength of the Earth Way of the Mantis

Phoenix Clan Techniques Elementa, Attunement Immortal Spirit

(Antestor Asako (ngen) Shield of Honor

Way of the Phoenix

No-Mind

Shibe & Technique

No Illusions

Scorpton Clan Techniques

Speed of the Kerry

Strike at the Ta.

The Pincers Hold.

the Ta Strikes

Bluff Skill Expertise

Improved Initiative

ont 13e Strike at the Tail Subtle Manipulator (Ancestor: Bayaishi Akona) Way of the Scorpion

Bayushi's Technique Base attack bonus +2 or higher

Way of the Scorpron

Base attack bonus #4 or higher BILLET SKET

Way of the Scorpion

Unicom Clan Techniques Dancing With the Fortunes

Dincers and Tail

Catherer of Winds (Ancestor: Juchi Atesoro)

One Spint Strength of Purity Utaku's Void of War Way of the Unicorn

Shimjo's Technique

Prerequisite Cha 13+

Sase-attack bonus +6 or higher Honorable

Base attack bonus +3 or higher Dex 13+

Ride Skill Dax 134 Rade Sad

Way of the Unicorn

Miscellaneous Clan Feats

Ear of the Emperor (Ancestor: Miya, Imperial) Way of the Falcon

Way of the Fox

Way of the I sare

Prerequisite

Base attack bonus +6 or higher

Blind-Fight Wis 15+ Wis 13+ Void Use

Base attack bonus +1 or higher

Dex 13+ Jump Ski

Daredevil

(Ancestor: Usagi Reichin, Hare) Way of the Sparrow

Way of the Wasp

lot 13

Base attack bonus +9 or higher

Point Blank Shot Raped Fire Precise Shot

Prerequisite

All Clan Techniques

Depths of the Void

Daisho Specialization

Base attack bonus +5 or higher Weapon Focus, Katana or Wakizash

Void Use Void Use Samurai

Different School By DM permission only Know the School Encoulerige (rdan or family, 2 ranks)

Vozl Use

Kiho Feats Breaturg Blow

Cleansing Spirit

Death Touch

Prerequisite

Base attack borais +5 or higher

Str 15+

Improved Unarmed Strike Fists of fron

Monk or inkyo sevel 13th+

Wis 194 Void Use

Depths of the Void improved Unarmed Strike

Pain Touch Stunning Fist or monk s stunning attack Flec the Darkness Monk or inkyo level 3rd+ Wis 18+ Void Use Fortune's Breath Monk or Inkyo level 1st i Heart of Stone Con 15+ Improved Unarmed Strike Monk or inkyo level 10th+ Base attack bonus +3 or Ryoku higher WIS 15+ Void Use Improved Unarmed Strike Self/No Self Improved Unarmed Strike Soul of the Four Winds Void Use Depths of the Yord Spirit Strike Improved Unarmed Strike Void Use Depths of the York Any two other libio feats Zanil Concentration (10 ranks) Sense Motive (10 ranks) Two other laho feats

General Feats Armor Focus Chosen by the Kom ch -M ru

nnste Aburty Kitsuki's Method

Master Researcher Perceived Horior Politics, Maneuvering

Ritual Magic Steady Sou

Student of the Arts

Superior Element Focus Versati e Prerequicite

Armor Proficiency Shugenja level 1+ Diplomacy (5 ranks) Sense Motive (5 ranks) Spot (5 ranks) Listen (5 ranks)

void Use Search (6 ranks) Sense Motive (6 Ranks) Must know at least one maho spell Spellcraft (5 ranks)

Diplomicy (10 sinks) Sense Motive (10 ranks)

Monk, inkyo, or shugenja level 1st+

Charisma 14+ Desterity 14+ Shugenja level 1+

R ROTE OR KATARA

VOID USE

Void Use is a special feat. Though it is not required for characters to feath it, it is highly recommended, as a number of other feats depend upon its use. Void Use indicates a nearly super natural connection with the dance of the elements: if using the mandatory ancestor feat rules from Oriental Adventures?" Void Use may be substituted in place of an ancestor feat

AKODO'S TECHNIQUE THOR TECHNIQUES

You have learned to turn even the abghtest success to your advantage, and capitalize on your momentum in battle.

Prerequisitos: Base attack bonus 8 of higher Str 13+, Way of the Lion

Benefit: If you succeed on a meles attack roll by an amount greater than the amount needed to succeed, you gain half the difference (round up) as a bonus to your next attack toil against the same opponent in the same round. If you have no more attacks this round, he bonus is just

ARMOR FOCUS

TALL CLARS TECHNIQUES

You are particularly adopt at fighting in a certain type of atmot, using its protective qualities to your best advantage Prerequisite Atmot Profesionly with the chosen atmos. Benefits Selections type of atmot. You gain an additional 12 dodge bonus to your AC when wearing this atmos.

BAYUSHI'S TECHNIQUE

ESCORPION TECHNIQUES

You are adept at taking advantage of your opponent's weakness.

Prevequinites: Base attack hones 42 or higher Int 15+, Way of the Scorpson

Benefit? You inflict an additional 1d6 damage on your opportune whenever he is denied his Desterity bonus to AC. This bonus applies with missile weapons as well but only when you are within thirty feet of your target.

Special: This feat may be taken multiple times, to a maximum of five times. This stacks with the additions, dice of damage gained from the sneak attack class ability

BREAKING BLOW TRIHOT

You are capable of inflicting powerful attacks. This leat is often called tamashiwara by the monks who practice it

Prerequisites: Base atrack bonus . 5 or higher Str 15.

Improved Unarmed Strike, Fists of Iron

Benefit: If you spend an entite round to prepare an utsurmed melec attack (neither moving or attacking) you can inflict entra damage equal to 146 times your Strength modifier. If applied against an instituate object, an damage you inflict with this attack is doubled.

CHOSER BY THE KAMI TRIHOT

You have taxe talent for a shugerija, and are able to apply your self to many things at once

Prerequisite: Shugenya level 1+

Benefit You may increase your level as shagenja after taking levels of another character class, so long as your shugenja level remains within two revels of all your other character classes (excluding prestige classes) in addition, you gain shugenja as a favored character class (in addition to any other favored character classes you may have).



CLEARSING SPIRIT INHO

You are capable of entering a mediative trance in which you purge contaminants from your body.

Benefit; You may spend a Void Point to gain a +10 you bonus on any save vs. poison or disease. If you enter a meditative trance for at least four hours per day for a week, and make a successful Concentration check each day (DC 25), you may cute you telf of 1d6 points of Shadow Points or Shadowlands. Taut (This will allow a character to remove his last point of Taut.

Special: This feat may be selected only by inkyo and monks

DIVINIO DUY DIO

IMRCESTOR: GUSAIZ

You are descended from the founder of the Manna Clan, who died for his impertinence but was honored for his columess. Clan. Mantis

Benefit: You gain a +2 bonus to all Bouff and Pick Focket checks.

DAISHO SPECIALIZATION

TALL CLARE TECHNIQUES

You are adopt in using the wespons of your encestors.

Prerequisites: Base attack bonus +5 or higher Weapon Focus (katana) or Weapon Focus (wastzushi), samural level 1+

Benefit. Choose either the karans or the wakizashi. You gain a +1 camage bonus when using that weapon. You must have Weapon Focus with the appropriate weapon before selecting this fear. This is effectively a limited version of the Weapon Specialization fear that is available to summer. This have a does not stack with Weapon Specialization.

Special: This feat may be selected twice, once for katana and once for was: 28861

DAISHO TECHNIQUE

EZUDIAHDET NOBASUS

You are skilled in the Nilen style, using the kerene and wakizasa, a multaneously

Prexequisites Base attack bonus +2 or higher, Wis 13+, Martial Weapon proficiency Katana and Wakizash.

Benefit: When holding a kaman in your primary hand and a wakizash. In your off hand, you may fight as if you had are Exotic Weapon Proficiency Karana, Ambidexterity, and Two Weapon Fighting feats.

Special You may learn other fears that require Exotic Weapon Profirency: Katana, Ambidexterity, and Iwo Weapon Fighting as prerequisites but tony only use them when wielding the katana and wakizashi until you otherwise meet the prerequisites.

DARCING WITH THE FORTUNES ENTROPED TECHNIQUES

Some Unicorn are increably .acky. You happen to be one of them.

Prerequisite: Cho 13+

Benefit: Select a fortune (see the Religion section). So, ong as you respect this fortune, he ar she favors you. Once per day you may rero, lone skill check, attack roll, or saving throw you have just made, but you must keep the new result All modifiers to the origine, roll apply to the new rol.

Special: You may gain this technique multiple times, up to a maximum number of times equal to your level divided by three (round up). It may be used only once per rol. The For tunes can be fickle, and if you disappoint your patron Fortune you will use the use of this feat until you atome.

DAREDEVIL CARCESTOR USAGI REICHIRU

You are descended from the first Hare a brave romin who risked his tife fighting the strates of Juchtban

Clan. Hare

Benefit: Once per day, when performing a risky or dangerous maneuver you may gain a competence beaus to a skill check equal to your Charisms beaus plus half your character level. This is especially effective when using the Jump or Disable Device skills.

Special You may gain this rechnique make ple them, up to a maximum number of times eque, to your level divided by three (round up) It may be used only once per rol.

DEATH TOUCH SKINOS

You are capable of a deadly atems areack, causing an opponent to slowly wither and Jie

Prerequisites: Monk or inkyo level 13.1.+. W.4 19+. Depths of the Vold, improved Unsamed Strike, Pain Touch Stanning Fist or monks stunning attack, Vold Use

Henefit: You may spend five Void Foints when delivering an unarmed attack to deliver the Death Touch. The target must immediately make a Forti ide tave (DC 10 + one-half your level + your Wisdom modifier) to teste the effects. If insuccessful, the target taxes damage equal to your level once every twelve hours, This damage may not be healed by any manns until the death touch is removed.

You may remove a Death Touch you have placed by making another unarmed atrike against the same target. The only other cure is a Heal cheek (DC 50), If the healer also knows the Death Touch feet, he gains a +20 competence bonus to this toil

Dead. Thus.k., ineffective against rargers that are immune to critical hits.

DEATH TRARCE CLIOR TECHNIQUES

You fear nothing Nor death, not the unknown, nothing.

Pretequisite: Base attack bonus +1 or higher

Benefit: You are untrune to fear effects, and confer a +4 nursle bonus against fear to all alics within ten feet.

DEPTHS OF THE VOID

TALL CLARS TECHNIOUSE

Your can is more focused with the ebb and flow of the Void.

Prerequisite: Void Use

Benefit: Your maximum Void Points are increased by two Special: You may gost this technique multiple times





DIFFERENT SCHOOL

FALL CLARS TECHNIQUES

You have been usined in the techniques of multiple rehools

Prerequisite: By DM permission only

Benefit: Choose a clan other than your own. If you remain on good terms with this clan, you may learn their technique feats as if you were a member of that clan. If you are a shugenja, you may now select school spells from that school as well as your own. Selecting a school with a different element focus than your original school does not change your element focus, it merely broadens the selection of spells available to you to include those taught by that school. You may not select a school with an element focus in an element barred to you.

Special. This feat may be chosen multiple times. Each time, it applies to a different clan. You cannot take this feat unless you have a significant connection with the appropriate clan

and a willing teacher

EAR OF THE EMPEROR

CARCESTOR: MIVAL

You are descended from the first Miye, who carried the https:// Slessing to the people in the wake of Pu Leng's destructive rampage

Class Imperial Fam.het

Benefit: You gain a +2 bonus on all Diplomoty and Sense Motive checks, +4 if you are wearing no visible armor or weapons.

てルミルミハイカト ムイインハミルミルミ

IDRAGOR/PHOSIUX TECHNOVEL

You senses are honed to detect the dance of the elements, granting you an uncarny sense for magic

Prerequisite: Wis 134

Benefit: Whenever magic is cast within one hundred feet of your position, the DM secretly rolls a Will save for your character as if he were the target of the spell (even if the spell does not normally target or require Will gaves). If this Will save it successful, your character is immediately aware that magic was used and knows the location of the caster. This is only a brief flash of insight; if the caster quickly moves or is concealed in some manner you may not be able to identify him.

THE FIRML LESSON DUON TECHNOVER

Once you have progressed to this level, failure no longer

Prerequisites: Base attack bonus +10 or higher, Power Attack

Benefit: If you declare a Power Attack and miss, but would

have struck your target if not for the penalty bestowed by the power attack, then you strike your target normally but receive no damage bonus whatsoever. Only the base damage due of the weapon itself and any additional dice of damage due to enchantments upon the weapon apply.

FLEE THE DARKRESS IKINOZ

You can harness your Void to resist a variety of effects.

Prerequisites. Monk or inkyo level 3rd+. Wis 18+ Void Use

Benefit: You may spend a Void Point to gain a +10 house to any Will save, or gain spell resistance 20 against magical effects which allow no save

FORTURE'S BREATH MINO

You have mastered the act of the true breath, and need little air

Pretequisites: Wis 154, lakyo ar Monk level 1st+

Benefit: You can hold your breath for a number of minutes equal to your Constitution

Normal: A character can hold his breath for two rounds per pount of Constitution

GATHERER OF WIRDS

LARCESTOR: IUCHI ATESOROI

You are descended from the flux male fachi to adopt the life of a bush. His skill at dodging the arrows of his opponents was legendary

Clan: Unicorn

Benefit, You gain a +2 dodge bonus to At' honna against al' ranged attacks

GUSAN'S TECHNIQUE

IMARTIS TECHNIQUES

You are adept at hiding small weapons on your person Prerequiates. Dex 12+ Braff skill Quick Draw.

Benefit. You may make a Bluff check with a +8 competence bonus when concealing a small (o. smaller) p.erc.ng or slashing weapon on your person. Anyone attempting to detect the weapon must make an opposed Spot check against your Bluff check

If you appear to be unarmed, but quick draw your successfully concealed weapon and attack an appearent you gain a stide damage bonus against your opponent and negate his Desterity bonus to Atmos Class for this attack. Any creature of animal intelligence or lower or that is not viunerable to critical hits, is immune to this effect. This action may only be performed once per enemy, as they quickly grow wise to your deception.

HARD OF OSARO-WO

TEVOIRHOUT SITRAMI

You are adept at wielding your strength to its best advantage when using two wespons

Prerequisites: Base attack bonus +4 or higher, Str 18+, Ambidexterity, Two Weapon Fighting.

Benefit: You gain your full Strength hours to all damage rolls with your off-hand weapon. This feat applies to double weapons as well

Normal. Only one-half of a character's Strength bonus may be applied to damage deatt with a weapon held in the off hand Special: A character with an ability which allows him to fight two-handed may learn this feat without the Ambidexterity and Iwo Weapon Fighting prerequisites, but may only apply it when using that ability.

MEART OF STORE IKHOS

You are apopt at resisting damage.

Prerequisites Monk or Inkyo level 10th+, Con 15+, Improved Unamed Strike

Benefit. You may spend a Void Point as a free action to gain damage reduction for a number of runnds equal to your Constitution modifier. This damage reduction is equal to X. where X is your level divided by three (minded

HEART OF THE DRAGON IDRAGON TECHNIQUES

down). This damage reduction may not exceed 5/-

You, fury in compat is unmatched the

Prerequisites: Base attack bonus +10 or higher, Wis 15+, Cleave, Martial Weapon proficiency: Karana and Wakizashi Daisho Technique

Renefit: Once per round, you may a take a five front step before making a Uleave attack.

Special If you possess the Great Cleave feat as well, this feat may be taken multiple times; each time it is selected you may use it an additional time per round.

HIDA TECHILIQUE

CRAB TECHNIQUES

Your hide is as tough as the Katu Wall used

Renefit You gain a +1 natural armor bonus to AC. This feat may be gained to dripperimes its effects stack

Special. The total natural atmost bonus gained by this fast may not exceed your level divided by three

HIDA'S RAGE

ICRAS TECHNIQUES

The rage of Hide flows through your veins, you are prepared to make the ultimate sacrifice to defeat your opponents.

Стале Затига

Prerequisites: The Mountain Does Not Move, Toughness Benefix: Before making an attack roll, you may voluntarily sacrifice your own hit points to inflict additional damage. For every two hit points you sacrifice, you do 1dd damage to your opponent if you hit You way not sacrifice more hit points on one attack than your Constitution modifier. Your own hit points are lost whether or not your attack roll is successful.

ICHI-MIRU MERERALI

ch Miru ("first look") is the art of quickly reading another persons mannersms.

Prerequisites: Utpumpacy (5 ranks), Lasten (5 ranks), Sense Motive (5 ranks), Spot (5 ranks)

Benefic This feat grants a +4 competence bonus to Sense Motive checks, +6 if you possess any levels of the countier class.

IMMORTAL SPIRIT

IARCESTOR ASAKO INGERI

You are descended from a legendary Asako henshin, who would have been as a god had circumstances not conspired against him.

Clan: Phoenix

Benefit: You gain a +1 bonus on Sense Motive checks, Your criteria for entering the Henshin Mystic prestige class are replaced with the following: Alignment Any awinl. Base Attack Bonus: +5, Knowledge (religion): 11 ranks, and Knowledge (arcana) 4 maks.

INDEFATIGABLE HERO

LARCESTOR: DOT! HOTELD

You are descended from an eccentric hero of the Grane who fought bravely unto his death even long after his clan demanded his rettrement

Clany Crane

Benefit: You gam a +1 to all Fortitude and Will caves

IRRATE ABILITY

ESTECIAL

You have become so adopt at wielding the power of your magic that some of you, apells have become a part of you.

Benefit: Choose three spells that you know You no longer require ofuda as a divine focus when casting these spells. If you do use an ofuda while casting a spell selected as an innate ability, all level-dependent effects of the spell are increased by one

Special: You may take that feat multiple times. Each time it is taken, different spells must be selected. This test is available only to shagenja.

KAKITA'S TECHNIQUE

TERRITOR TECHNIQUES

As your mastery of Kakita's reachings increases, your deadliness in combat grows. You have wist reserves of miner strength, and have learned to focus them through your swortd.

Prerequisites: Base attack bonus +3 or higher Dax 13+, Void Use, Way of the Crane

Benefit: Benefit You may spend more than one Void Point on tagainst Focus skill checks when in a formal larguistic duel, or on attack rolls when using a farana. All Yord Points spent in a formal larguistic duel or on attack rolls using a katana grant you a +3 Yord boxes tather than the standard +2

KITSUKI'S METHOD AGERBRALI

You are skilled at picking out minute details

Prenequisites: Void Use, Search (6 ranks), Sense Motive (6 Ranks).

Benefit: You may spend any number of Void Points on Spot, Sense Monve, and Search checks. Each Void Point you spend on these checks gives you a +4 Void bonus to your result rather than the standard +2



KROW THE SCHOOL

TALL CLARS TECHNIQUES

You have studied the students of another clan in exquisite detail, and know how to defeat their rechniques

Precequisite: Knowledge (appropriate clan or family 7 ranks)

Benefit You must choose a Great Clan or Minor Clan as the focus of this feat when you select it. You gain a 41 competence bonus on all Sense Motive checks, Battle checks, Buff checks, makes attack roles and melee damage rolls against members of the chosen clan, and a 41 dodge bonus to your AC against melee attacks from members of the clan

Special: This feat may be chosen multiple times. Luch time, it applies to a different can.

LET HIM GO BY EVRAGOR TECHNIQUES

"When the enemy charges you with strength and argency, les him go by." Mirumoto's Niten.

Prerequisite: Ease attack bonus +6 or higher, Void Use Benefit: When performing the Total Defense action, you may spend a Void Foint to immediately make a melee attack at your highest base attack bonus against any appointent who attacks you and misses: This is no, an attack of opportunity, and may be performed as many times per round as you have Void Points remaining. Only one attack may be applied to a single enemy each time he misses you.

MAHO FOCUS

Your blood magic is especially potent

Prerequisite Must know at least one mahe spell

Benefit. Ald +2 to the Difficulty Class for all saving throws against your maho spells. The effects of this feat stack with those gained by the Spel. Focus feat.

MASTER RESEARCHER

EGERERALI

You are skilled at researching new applications for magic.

Prerequisite: Knowledge (Research) 5 ranks.

Benefit You gain a +2 bonus to al. Spellcraft rolls when researching new spells. The cost whenever you research a new spell is reduced by 20%

MATSU'S ROAR ILION TECHNIOVES

Your fury in battle is terrifying to behold

Prerequisites: Base attack bonus 16 or higher Void Use Benefit You can spend a Void point to produce a fear effect in a ten foot radius, plus two feet for every level you have attained. This effect is identical to that of a fear spell that lasts for a number of rounds equal to your level and effects every enemy in the area of effect, with a save DC of 14 + your Charismus modifier. This is an extraordinary ability

THE MOURTAIR DOES ROT FALL ICERS TECHNIQUES

Your fortitude shows you to keep fighting in spite of adversity.

Prerequisites Base areack bonus +12 or higher, Con 13

Great Fortitude, The Mountain Does Not Move Void Use

Henefit: You may spend a Yord Point as a free action to ignore the effects of all of the following status effects for one round: dazed, dazeled, disabled, dying, fatigued, nauscated, paralyzed, staggered, stunned, and unconscious. This action may be performed out of turn immediately before the status begins to affect you. A dying character still has fewer than zero hit points, but he can continue acting normally and ceases losing hit points. Characters who teach -10 hir points die if the effects of this feat cease before the duration of the status effect ends, the status effect resumes normally. You may choose to continue ignoring the effects of a negative status effect as long as you have Void Points to spend

THE MOUNTAIN DOES NOT MOVE CORRESTED TO THE TECHNIQUES

You can string off the deadlest blows and remain standing Prerequisites: Base Attack bonus +6 or higher, Con 13+, Void Use.

Benefit Whenever you receive damage in combat (from a weapon or other physical sittack, not a spell or special ability), you may spend two Void Points and make a Fortitude saving throw ,DC is equal damage dealt). If this save is successful, all damage from the blow is negated

TO ILLUSIONS CPHOERIX TECHNIQUET

The youmho of the Phoen x are legendary. Those under the protection of a Shiba need feat for nothing

Prerequisite: Wis 13+, Void Use, Way of the Phoenix,

Shiba's Technique

Benefit: You may spend a Void Point to attime yourself to a specific aving person or creature within twenty free Thereatter, you may spend another Void Point to know their general direction from yourself. This is only a general sense, and does not reveal distance or whether or not your charges will have, but can be used to triangulate your charge's current location. You may only be attuned to one charge at a time, but may cancer your previous attunement to attune yourself to someone else. As unwilling charge may make a Will save (DC 10+your Charisma modifier) to resist the effects and prevent further attunement for twenty-four hours. This is a supernatural ability.

TO-MIND PHOENS TECHNIQUES

You are always prepared to deal with any shuracon.

Prerequisites, Wis 13+, Base attack bonus +9 or higher, Void Use, Way of he Phoenix.

Benefit: You may spend two Void Points at the beginning of a combat round to prevent yourself from being flat-footed, or in teaction to any effect that denies you your liesterry bonus to Armor Class, negating that effect. This feat has no effect if your character is helpless.

ORE SPIRIT MINICORN TECHNIQUES

The philosophy of the Unicorn encourages pupils to immediately learn from their misrakes, and make the best of them. You are skilled at quickly compensating for errors in your fighting style.

Prerequisite: Base artack bonus +6 nr higher

Remefit: Once per round when performing a full attack action, you gain an additional attack against an enemy if you attempt to attack them and miss. This attack and an subsequent attacks in this round suffers. 5 penalty to hit



ronoh devienes

Through self control and discipline, you are able to clock your true motivations leven to the eyes of magic. This technique is particularly popular among the suplicatous Scorpson and the nefamous Kolar

Prerequisite: Int 13

Benefit: At wil. you may change your honor to that of your Perceived Honor rank, which is one rank higher than your true honor. So long as you obey the tenets of this new honor rank in public, any magical effects that perceive or are dependent upon honor always detect this notice that, tailier than your that motion rank. You may after your honor as a free action, once per turn. If you publicly act in a dishonorable manner, or are proven to be a dishonorable person, the benefits of this feat are lost unit, you can rebuild your reputation

Special. You may select this feet muttiple times. Each time it is taken, you may emu ate an honor rank an additional tank is gher than your own. You may not emulate an Honor tank

higher than form

Outside Rokugan: In campaigns which use alignment rather than honor, this feat is called "Forceived Alignment." You may omitate any augment up to one step removed from your own, plus one additional step each time you learn the feat again. You may not take this feat more than twice—For example, a Lawfu. Evil character with two levels of Perceived Alignment may pretend to be Neutral Evil, Lawful Neutral, Chaone Evil, True Neutral, or even Lawful Good.) The feat's benefits are negated if you set in a manner that publicly disproves your false augmnent, anters you can somehow rebuild your reputation. Good characters may not select this feat.

Limitation. Artifacts, as well as effects or items with a caster level five or more levels higher than your own, are not affected by this feat. They're simply too powerful to be fooled

PIRCERS ARD TAIL

ESCORPIOR TECHNIQUES

You have learned the patience of Bayushi, and are adept at taking advantage of an opponent who overteaches himself.

Prerequisites Base attack bonus +4 or higher, Way of the Scorpton, Dooff Skili

Benefit: You may feint in combat as a move equivalent action.

Normal. Feinting in combat is a standard action. (See the Blaff skill in the Player's Handbook?")

THE PIRCERS HOLD, THE

You have learned the ultimate distraction techniques of the Bayush...

Prerequisites: Binff skill, base strack bonus +10 or higher, Int 13+, Strike at the Tau, Expertise, Improved Disarm.

Benefit: If you successfully faint in combat, and attack your opponent while he is denied his Dexterity bonus to atmor class, that attack is automatically a critical threat.

POLITICAL MAREUVERING

IGENERALI

You are adept at mampulating others into difficult positions.

Prerequisites: Diplomacy (10 ranks), Sense Motive (10 tanks).

Benefit: As a standard action, you may make a Sense

Motive check against a person to whom you are speaking (DC 15 + the target's character level). If this check is successful, you have determined a way to convince the target that his current argument of course of action seems to be dishonorable. You can convince him of such a thing by making a Diplomacy check (opposed by the target's Sense Motive or Diplomacy). If you succeed, the target must either abey your command lose five points of honor, or be unable to set for a number of rounds equal to your Charisma modifier (target's choice). Any attack made by you or your allies against the target or his allies negates this effect. This feat has no effect on characters with no concept of honor, with greater honor than your tharacter, or who cannot understand your words.

PREPARED PARCESTOR MIRUMOTO TAKEDAS

You are descended from a brave Mirumoto warring who was ever prepared to defend the will of his lord.

Clam Dragon

Benefit: You gain an additional (1 dodge bonus to your AC when fighting defensively and an additional (2 dodge bonus to your AC when using the total defense action.

RATLING ALLY

CARCESTOR: HIRVMA KAZUMAT

You are descended from the hero who forged an alliance between Crah and Nezuru. You have a natural affinity for all Nezuru.

Clan Crab

Benefit: You gain a 44 competence bonus on all Charisma checks and social interactions with Nexum. When you rouch fifth level, you gain a Nexumi cohort as if you possessed the Leodership feat. If you ever do take the Leodership feat, your Leodership score is considered two higher. All followers you obtain with the Leadership feat will be Nexumi

RITUAL MAGIC IMPTAMAGICS

You have the ability to lead or support ritus, spol. casting, channeling your energy into prayers alongside other shagents increasing both the power and intensity of the resulting effect.

Prerequiente. The ability to east divine spells as a shugenya. Be nefit. You may manipulate the results of a spell in various ways (see the rules for Retual Mega in Chapter 2). The leader of the titual uses up a spell alot three levels higher than the spell's actual level, modified by any other menamagic fears. Supporting easters use a spell slot of the spell's normal level, but may not use other metamagic feats.

Special: Use of this feat causes the casting time of the spell to double, after the usual casting time modifications for using a metamagic feat

RYOKU EXISTOR

You can use barehanded attacks to strike at your apponent's Void.

Prerequisites: Base attack bonus +3 or higher Wis 15+
Void Use, Improved Unarmed Strike

Benefit: After striking a target with an unarmed melec attack, you may spend any amount of your Void Points to activate this fear. Your opponent is forced to unmediately expend an equal number of Void Points without effect. If your opponent loses more Void Points than he currently has in reserve, he cannot recover Void Points for a number of days equal to the difference.



SELEVILO SELF EXTHOR

You are able to recesser your Void quickly.

Prerequisite: Void Lise

Benefit Once per day, five rumutes of meditation and a Concentration check (DC 15) allow a full recovery of your Void Point reserves.

Normal: Recovering Vind Points requires a full right's rest of an hour of meditation.

SHIBA'S TECHNIQUE

TEVOLUNDET KUTEOHED

You are attuned to the ebb and flow of the elements, and can use your understanding to help or hinder magic affecting you

Prerequisites: Wis 134, Void Use, Way of the Phoenix Benefit: You may spend a Void Point as a free action to help or hinder any spell that specifically targets you. The effective caster level of the spell is increased or decreased by one. If the spell's caster level is reduced to zero, the spell is canceled with out effect

Special: You may gain this technique up to five times. Each time it is gained, you may spend an additional Yord point, and thus increase or decrease the caster's level an additional time.

SHIELD OF HOROR

SEVOUTHOET KUTEOHTS

You are able to draw on your inner resources to make gourself more difficult to h.t

Prerequisite: Void Use

Renefit: When taking the total defense action, you may spend any number of Vord Points to increase your Armor Class for one round. You gain a +2 Void bonns to your AC per Vold Point spent.

EVOLUNCE SOLVING

TEVRICORIL TECHNIQUES

You are accept at avoiding danger when on horseback.

Prerequisites: Way of the Unicom. Dex 13+, Ride skill Benefit. You may make a Ride check and use the result in place of any Reflex saving throw when mounted. This benefit applies to both you and your mount.

A SINGLE MOMERT

ICRARE TECHNIQUES

You can focus your chi even in the heat of buttle

Prerequisites. Base attack bonus +7 or higher, Improved Initiative

Benefit. You may reforms as a move equivalent action.

SOUL OF THE FOUR WIRDS INNOT

You are able to perceive danger quickly and rapidly move out of its path.

Prerequisites: Improved Uparmed Strike, Void Use, Depths of the Void.

Benefit. You may spend a Word Point to add your maximum Vord to your AC as an armor bornes. This bornes leave for a number of minutes equal to your level. This does not stack with any Wisdom bonus to AC, or with other armor bonuses. This is an extraordinary ability.

SOUL OF THE STORM

IMARTIS TECHNIQUEI

You have learned to liatness the rage of Osano-Wo, channeling it through your own being against an opponent Prerequisites: Rase attack brons +6-or higher, Void Use

Benefit You may spend a Void Point to gain a +4 Void bonus to one attack roll.

Normal: Spending a Void Point bestows a +2 bonus on an attack roll

SPEED OF THE KAMI

ICRARE/SCORPIOR TECHNIQUES

You reflexes are second to none thought and action are as one Prerequisites: Dex 13+. Base attack bonus +3 or higher Improved Inhibitive, Void Use,

Benefit: You may spend a Void Point to gain a +4 noous on Initiative checks for a number of rounds equal to-your Hextertry modifier. This bonus stacks with the bonus provided by Improved Initiative.

SPIRITED PARCESTOR: AKODO SAMUREZ

You are descended from a spirited Lion bushi small in stature, but great in courage

Cian: Lion

Renefit: You gain a +1 increde bonus against all fear effects. You gain a +7 damage bonus on melee attacks against foes larger than yourself.

SPIRIT STRIKE MIHOT

You can summon the power of your chi into an impressive unarmed strike

Prerequisites: Improved Loarmed Strike Void Use,

Depths of the Void, any two other kiho feats.

Benefit You can spend a Void Fourt to gain a 44 enhancement bouts to your unarmed strikes for a number of minutes equal to your level. You may use this ability as a free action. If you thereafter strack an opponent the same round in which it to used, you gain a +2 Void bonus to your first unarmed ettack roll. If you also have the monk's in strike ability, this ability stacks for the purposes of overcoming damage reduction or v

Special. This feat may be taken multiple times. The enhancement bonus gained from this feat can hever exceed your level divided by four.

STEADY SOUL IGENERALIZ

You are able to combine the focus of a shagenja with the demands of a monastic lifestyle. This feat is common among the Asako, Tamori, Historii, and Kum families

Prerequisite: Monk, inkyo, or shugen;a level 1st+

Benefit: You may seturn to the shugen; a class after taking levels of monk or onkyo (choose one). If you are currently a monk or inkyo, you may take levels of shugen; a even if it is not your starting class. If you take levels of a class other than monk or inkyo (whichever you take a level of first) after taking even one level of shugen; a you may never return to the shugen; a class

Special: This feat may only be chosen at 1st level



STRENGTH OF PURITY

CHORAUTICORR TECHTIQUES

Your keen sense of honor guides your blade with deadly accuracy. This technique is common to both the samural of the Akada and the brave Battle Maidens of the Utaku. You may not use this feat if your character is not honorable see Honor, Alignment rules,

Prerequisite: Honorable (Honor Rank 3+).

Benefit Once per day, you can declare a smite attack against an opponent. You gain a bonus to your attack roll equal to your honor, and a damage bonus equal to half your level.

Special. You may gam this feet multiple times. Each time it is greed, you gain an additional smite per day.

STRENGTH OF THE EARTH

CEVOLANCE STRABALBASSI

You are as real enrand enduring as the mountains.

Prerequisite Imaghnesis

Benefit You gain an add tiona hit point pet leve. You gain this benefit retroactively for all levels previously gamed

STRIKE AT THE TAIL

ISCORTION TECHNIQUES

You have learned the superior disarming techniques of the Bayushi family.

Prerequisites' Base attack bonus +6 or higher, Int 13+,

Expertise, improved Disarra

Benefit: If you successfully disarm an opponent in make combar, you immediately get a melee attack against that opponent as if you hadn't used your attack for the disarm arrempt. Instead of eximing the extra attack, you may choose to disatin your opponent so that his weapon lands in your off-hand. You may only gain one free attack per round using this technique

STUDENT OF THE ARTS

ELASEDEDI

The essence of creation flows through your very soul.

Prerequisites: Cha 14+. Dex 14+

Benefit: You gain 2 +2 bonus to all Perform checks and to one Chaft or Profession skill of choice.

SUBTLE MARIPULATOR

PARCESTOR: BAYUSHI AKORUT

You are descended from a minor functionary whose career went annousced, but whose manipulations endured for generations. Clan. Scorpion.

Benefit You gam a +3 bonus on Hide and Bluff checks, but ± −2 penalty to Diplomacy checks.

THE SUDDER STRIKE

Your speed and skill are such that you slice through your enemy's defenses

Praraquisites: Base Attack Bonus +2 or higher, Dex 134 Benefit: Choose any weapon with which you have proficiency. When using this weapon, you gain a 42 circumstance bonus to attack rolls against any opponent whose Initiative total is lower than yours.

Special. You may gain this feat multiple times. Each time, it applies to a new weapon.

SUPERIOR ELEMENT FOCUS

The spells of your elemental focus are particularly powerful Prerequisite: Shugenia level 1st»

Benefit: Add +2 to the Difficulty Class for all saving throws against spells from your Element Focus. The effects of this feat do not stuck with those gained by the Spell Focus feat

TOGASHI'S TECHTUQUE

CEVOLIDET RODRED

You can perform an extraordinary number of quick attacks Prerequisites: Base attack bonus +6 or higher, Wis 13+, Martial weapon proficiency: Katana and Wakizashi, Daisho Technique

Special: When wielding a karana and wakizashi, you gast, run extra attacks per tound, one with each weapon, at your highest base attack. All of your attacks this round receive a-5 penalty. This may not be used in conjunction with Improved Two Weepon Fighting You must be using the full attack action to take advantage of this feat

TREAD OR THE BLADS

ICRARE TECHNIOUSI

Your speed and reaction time are unmatched

Prerequisites. Base attack homus +10 or higher, Void Use. Benefic If your initiative check is higher than your opponear's by 10 or more, you may spend a Void Point to gate an additional arrack souns; that opponent at your highest base artack honus. This ability may be used only once per turn.

UTAKU'S VOID OF WAR

TURKOPA TECHNIQUES

The Unicorn teaches a delicate balance between speed and defense. You have learned to tip this balance, decreasing one in favor of the other

Prerequesite: Base attack books +3 or higher.

Bestefit: Before rolling enristive, you may choose to impose a -4 penalty to your initiative cleeck to gain a +2 dodge booms to AC. Alternately, you may choose to give yourself a 4 penalty to your Armor Class to gain a +2 circumstance bonus to your me tiative check. It is possible to acquire a negative Armor Class or matiative check using this fear. The bonus and penalty last from the time you tall intristive until the end of the round

Special: You may select this fest muttiple times, but cannot learn it a total number of times greater than your level divided by three. Its effects stack, though you do not have to invoke the full benefit.

VERSATILE MERERALI

You are skilled in a variety of areas normally outside your profession's area of expensise.

Benefit: Select two cross-class skills. These skills are always considered in class skills for you

Special: This feat may be selected multiple times. Each time, it applies to different skills.

VOID USE LETECAL, ALL CLARS TECHNOLED

You have learned to focus your concentration upon the Void By drawing upon the power of chi your inner strength, you are capable of fears others find quite surprising

Benefit: You have the ability to spend Void fourts, and begin with two Voxd.



Before making any attack roll, shill check, or saving throw, you may spend a Void Point to gain a +2 Void bones on your roll. As a free action once per round on your turn, you may spend a Void point to gain a +2 Void bonus to your Atinor Class until your next turn. You may not spend more than one Void point on any one attack roll of skill check. (Other feats or abilities may allow you to do so: Void bonuses always stack with other Void bonuses). Certain feats cannot be used withour spending Void Points, and thus have this feat as a prerequisite.

Void Use requires a great deal of focus, so a frightened or panicked character may not spend Void Points for any reason.

All Votd Points are recovered after a full eight hours of sleep. An hour of meditation and a Concentration check (DC 15) also allows full recovery of a cheracter's Void Point recovery.

Nearly al. Rokugani asmurai, whether they be bushi, shugenja or courrier learn this feat at first toval. Non humans and characters not native to Rokugan may not select this feat. The single exception to this rule is the Naga though in their case the feat is ronamed "Akasha Use" and all tele ences to "Void" are replaced with "Akasha."

All uses of Vota Points are considered examordinary abilities, unless noted otherwise.

Special: Void Use may be selected made of an Ancestor Feat. Unlike other ancestor feats, it may also be taken by those who do not ball from the Great Clars and may be taken after first level. If taken at first level, you may choose an ancestor test as well.

UAY OF THE

CCRAS TECHNIQUES

You are unaffected by the weight of heavy armor.

Prorequisites: Con 15+ Base et.auk bonus +1 or higher

Benefit. You are profitient with heavy armor Your normal speed and maximum running speed are unaffected by armor,

unless the weight of the armor causes you to be encombered. The meximum Dexterity horus of any heavy armor you wear is increased by by one, and check penalties are reduced by one. This fear courts as the Heavy Armor Proficiency feat for the purposes of determining prerequisities.

UAY OF THE CRARE

TAVOUTHOST ZARSO

Centuries of tradition and excellence have honed your swordsmanship to a razor's edge

Frerequisites. Dex Bonus 154, Martial Weapon Fooliciency (kamus). Weapon Fooliciency (kamus).

Benefit: You gain a +2 circumstance bonus to your initiative check when using a Katana and can draw a katana or wakizashi as a free action.

WAY OF THE DRAGOR

EPRAGOR TECHNIQUES

You are adept at using your blades to defend while attacking Prerequisites: Base attack horus +1 or higher. Wis 15+, Mattal wespon professores (karana) and Martial wespon proficiency (wak.235+3, Daisho Jechnique

Renefit: When wielding a katana and waktzgant and wearing ught armor or no aimor you gain a +2 dodge bonus to AC. In addition, if you possess the Mirumoto Ancestor fear presented in Oriental Adventurer²²), you gain the additional +1 Armor Class as if you were a member of the Mirumoto N teo Master preeting class.

Special. You may learn this feat multiple times. Instead of the normal benefit, this feat bestows an additional +1 dodge busies to AC each additional time it is taken

TALCOR

TRUCUNION TROUBLE

You have mastered the heightened awareness of the Farton a lowing you to tely on senses other than sigh to perceive a foe

Prerequisites: Base attack bonus +6 or higher, Wir 15+, Band-Sight.

Benefit: You may use this feat to focus your attention on one opponent within five feet. If this opponent is invisible, ethercal or concealed, you may attack him with no penalty or miss chance (ethercal targets remain intangible). If you are insware of invisible or ethercal opponents within your range, this feat autoinstically detects the first one to enter your range. This is an extraordinary ability.

Special This feat may be selected multiple times. Each time it is selected your sensory range is extended by five feet and you may track an additional opponent.

WAY OF THE FOX

TECHNOOPE

Your Kitsane blood grants you a keen sense of direction.
Prerequisites: Void Use, Wis 13+.

Benefit: You may spend a Void Point to gain a +8 Void bonus to any Intuit Direction or Wilderness Surviva, check. Intuit Direction and Wilderness Survival are always considered class skills for you

Normal. Spending a Void Point grants a +2 Void bonus on my skill check

MAY OF THE HARE

THARE TECHNIQUES

You are oble to perform the trademerk wild caping attack of the Hars Cian.

Prerequisites: Base attack bonus +1 or higher. Dex 13+. Jumpakal

Benefit: You gain a +4 attack consist on any attack involving a leap of six feet or more. This is an addition to any bonns you gain from the charge or partial charge action.





DOLL EHT TO VAU

SLICK TECHNIQUES

You are ski,led at precise strikes, arracking opponesus through the joints and seams of their armor.

Prerequisites: Base attack bonns +1 or higher, Str 13+ Benefit: You gain a +2 competence bonus to your attack rol, if your opponent has any armor sud/or named henus in AC. Your total bonus may not exceed the total bonus they gain from armor and natural armor. You may got this feat multiple times. Its effects stack, providing one total bonus.

WAY OF THE MARTIS

IMARTIS TECHNIQUES

Like many Manils, you possess skill with a variety of crude and impredictable weapons

Prerequisites: Base attack bonus +1 or higher, Den 13+ Benefit. Select three small weapons, or two medium weapons, or one large weapon and one small weapon, with which you are not currently proficient. You gain proficiency in the selected weapon or weapons. You may not select a weapon with a base gold cost greater than 50 koku (50 gp)

Special. This fest can be gained multiple times. Each time it is learned it appues to a new weapon.

WAY OF THE PHOERIX

TEVOURDET KUTEOHTI

You have learned to focus yourself to the point of perfection, channeling all of your being into a single action.

Prerequisites: Vold Use. Wis 13+.

Benefit You may spend up to your maximum Void Points on a single attack roll, saying throw, or skill check

WAY OF THE SCORPION

ESCORPION TECHNIQUES

The Bayushi School's motto is "Strike First, Strike Last"

Benefit, You may add your Intelligence modifier (if positive) to initiative checks as well as your Dexterity modifier.

WAY OF THE SPARROW

CSPARROW TECHNIQUES

You are well informed in a variety of areas, and can draw upon the great wealth of knowledge that is the trademark of the Suzume.

Prorequisite: In: 13+

Benefit: Ail Knowledge skulls are class smills for you. You gain a 2 bonus on all Perform skill checks.

WAY OF THE UNICORN

DUDGORR TECHNIQUES

You are trained in the superior cavalry techniques of the Unicorn.

Prerequisites: Ride skill, Dex 14-

Benefit: This terbrique counts as the Mounted Combat feat for the purposes of determining prerequisites, and provides al. of the same benefits of that feat. In addition, you gain an additional +2 circumstance bonus to all attack rolls (ranged of males) while mounted.

WAY OF THE WAS?

MASP TECHNIQUES

You are skilled in the advanced archery techniques of the Wasp.

Prerequisites: Base attack bonus +9 or higher, Dex 13+. Point Blank Shot, Precise Shot, Rapid Fire

Renefit: You can get two extra attacks per round with a daikyu, yuun, or how. These attacks are at your inghest base attack bonus but each attack (the extra ones and the normal one) suffers a -5 penalty. This feat may not be used in conjunction with the Rapid Fire Feat. You must be using the full attack action to take advantage of this test.

ZARJI IKIHOI

You are able to enter a deep meditative state, revealing the location of living creatures in your immediate vicinity

Prerequisites: Concentration (10 tanks), Sense Monve ,10 ranks), two other kiho feats.

Remefit: You may make a Concentration check (DC 25) to suddenly become aware of the location of all living creatures in a twenty foot radius, regardless of obstructions. During the round this feat is used, you can see invisible, etherral, or concealed creatures. This feat is linked strongly to the elements, and does not function against creatures tainted by the Shadovlands or Lying Darkness.

Use of this feat is a move equivateur action. If you have an attack remaining during the round Zanji is used, you may attack invisible, ethereal or concealed creatures with no penalty or miss chance, though ethereal creatures are still intangible.

ROKUGATI

WEAPOR DESCRIPTIONS

Aiguchi: A very quick weapon, the aigur has a loufe with no guard. It can be concealed within one's cobes very easily and is popular with geisha, assassins, and those who need to keep their blades hidden. The DC for a Spot check to defect a concealed aiguchi is equal to your initial Hide check when concealing the signchi, with a 14 size bonus for the aiguchi's compact design.

Bo: A simple quarterstaff, the bo is popular among both peasants and monks. A character wielding a bo can use it as a fighting two-handed, but incurs the standard penalty for doing so (see the Physi's Hambook," page 124).

Crossbow: Crossbows are exceptionally rare in Rokugan The handful that are found there have been taken from the Yobanith barbarians to the north

Dai-leyu: The dai-leyu is a bow nearly seven feet in length that is designed specifically for use from horseback. Using it from a conding position is anticovered and uncomfortable, resulting in a 4 to the attack roll on any shot made from such a position.

Die tsuchi: Essentially a war hammer, the die tsuchi is a large, two-handed hammer primarily used by the Crab Clan to crush the weaker spawn of the Shadowlands.

Jitte Traditionally the symbol of the magistrate position, the jitte is a short metal knife with a single prong jutting out from the hilt. The fitte does not normally have a sharpened edge



TABLE 1–9: NEW WEAPONS SIMPLE WEAPONS—RANGED						
			m 44 - 1			
Wespon	Cost	Далиаў е	Critical	Range Increment	Weight	Туре
Small	4 f	2.14	10.001.0		- 11:	
Aguchi	2 Koku	144	19-20/x2	_	1. lb.	Piercing
,)tte	5 by	1d4	*2	-	2 lb	B udgeon,ng
Kama	3 bu	146	×2		2: lb.	Stashir g
Nanchaku	3 bu	146	v(3·	_	2 lb.	B udgeoning
Sa	5 bu	104	3/2	_	2 lb	Bladgeon ng
Tanto	3 коки	144	19-20/x2	_	1 lb:	Plercing
Med am						
,0	-	146	×3		2 Jb.	Bludgean ng
Nage-yari	3 koku	1d6	×2	20 ft.	3 lb.	Plending
Tonfa	5 bu	1:d6	1/2	-	2 lb.	Bludgeon ng
arge						
Ro	-	1d6/1d6	5/2	_	¥ .b ₂ ,	-Bludgeon.ng
Yari	5 Koku	1d8	×3	_	5 b.	Piercing
	- 1111111	,			0 1/1	Francing
MARTIAL WEAPONS-MELEE						
Med Lm						
Katana*	400 KOKL	1010	19-20/x2		6 b.	Floring and
Wakizashi	300 KOKU					Slash ng
	SOO HORE	146	19-20/x2	_	3- b,	Slash ng
Large	Ber f. To	- /-				
Die Tsüch	12 koku.	1d8	2/3	-	12 b:	Bludgeoning
Nagariaki	8 kaku	2d4	×3	_	70 Б.	Siash ng
Nag.nate	10 kokus	1010	K3	-	15 b.	Siesh ng
No-dachi	50 kaku	266	19-20/x2	_	12 b.	S ashing
One	20 koku	1µ10	×3	_	10 b.	Siashing -
Totaubo	25 koku	1d8	K2	440	13 (6.	8 adgeoning
MARTIAL WEAPONS RANGED						
Yum (short bow)	30 нока	1d6	43	60 ft.	2 lb.	ptercing
Yum (long bow)	75 кока	148	K3	70 R	3 lb	
Lalge	10 110111	190	Pid	10 (6)	2 10	Plercing
Dakyu (composite bow)	100 koku	148	1/2	710.0	3 lb.	
Dai-ring (continues now)	140 KORD	140	162	710 €.	3 10-	Plercing
EXOTIC WEAPONSMELEE						
Мясть-Кальтына фіре	20 KOKU	146	xi		4 15.	01
Veira	5 KOKL	146	23	_	6 lb.	Bludgoon ng
Wh p	1 stoke	1d2	×2	15 ft.	2 Ъ.	Pleating
	1.3(1.1)(1)	102	24.2	(3.42)	4 0.	Blacking
Large	100	0.49.0				
Naga biade (humans)	100 какы	1610	103	_	8 b.	Slach ng
Sasumata	8 koku	164	×2	_	3 Б.	Bludgeoning
Sodegarami	4 koku	744	×2	_	5 b.	Plercing
EXOTIC WEAPONS—RANGED						
	9.1.4	4.4		10.0		
Sing	2 koka	1d4	x2	50 ft.	0 Ь.	Brudgeoning
Med um	4.7 1					
Crossbow	35 koku	168	19-20/x2	80 ft.	6 lb.	Plercing

^{*} See the weapon description for special rules

because this intended for disarming unruly samurat authough it can do significant damage if used as a puncturing weapon.

Jitte gain a +2 bonus for opposed attack tolls when attempting to disarm an opponent A jitte can be used by a monk with their unarmed base attack with a live evant modifiers.

Jo: A 10 is a shorter version of a bo, usually 3 feet of so in length. They can be wielded in each fraud with all appropriate penalties applying (see the Player's Handbook**).

Kama: Developed from the scythes used to gather crops by peasants, the kama is a short wooden handle with a tapered blade curving slightly downward. Monks can use the kama with their unarmed base attack and improved number of stracks and a believant modifiers.

Katana: The katana is the symbol of the samural, the blade of a warrior Anyone not of the noble class who bears a ketang can be executed on sight. The Katana is the soul of the samural, the only honorable weapon to be used when two samural face one another.

The katane is considered a Matrial weapon when used with both hands. If used with only one hand , such as in the Dragon Clan's fighting style) then it requires the Ilxotic Weapon Proficiency. As a masterwork weapon, a katana provides a +1 attack bonus.



TABLE 1-10: NEW ARMOR

		Armar	Meximum	Armor	Arcane	_	-Speed	_	
Armor	Cost	Boros	Dex Bonus	Check Penalty	Speli Failure	(20 ft.)	(30 (L)	(40 fL)	Weight
Eight amfor									
Ashigana	25 ku ku.	+3	+5		15%	20 ft.	30 ft	40 R.	20 lb.
Light Hide	10 ko ku	+3	+6	⊸ T	10 %	20 A.	30 R	40 ft,	20 lb,
Medium armor									
Lamerar	150 koku	+5	+3	-4	3096	15 ft.	20 €.	30 R.	35 lb
Naga	125 KOK4	-4	494	-3	2094	15 ft.	20 ft.	30 ft.	40 lb
Partial	50 kaku	-4-74	+4	-3	2596	15 ft.	20 ft.	30 R	30 lb.
Hellyy Armor									
Great Armor	300 koku	- 17	2	3	40%	15 R.*	30 ft a	30 fg*	45 lb.
Shields									
Tessen	TE KOKE	- 4 1	_	?	5%	_	_	_	7 (6.

When rianning in heavy armor, you move only double your speed, not triple.

† Armor fitted for Small characters waithe half as much

Mach: Kanshisha pipes The Mach. Kanshisha pipe originated as a recreational too, but often becomes a weapon in the hands of a trained user. It is a smoking pipe, almost always made of iron, between a inches and 4 feet long. It can be used much in the same fashion as a bo or o, but inflicts slightly more damage, being made of metal. It can also be used to brow powder in the face of an opponent.

The Machi-Kanshisha pipe is a Martia, weapon but using it to blow powder in an opponent's face requires the Exotic Weapon Proficiency feat. This can be done from a maximum range of a feet and does not provoke an attack of opportunity

Mass-kari. Another weapon that began as a tool of the peasantry, the mass-kari is a band size that can be wie ded in one hand. The Crab Clan often use it against smaller spawn of the Shadowlands such as gobbns.

Naga Blade: Just as armor designed for humans does not accommodate the Naga particularly well, neither do the curved blades designed for samural fit the Naga fighting style. With their longer teach and coiling motion, the Naga are ab a to utilize blades that are larger than the katana, although they do share the single edge of the samural blade. Naga blades are considered martia, weapons for Naga characters

Nage-yarl. The surge-yar, is a short spear or avel-s, ntended for throwing. It can also be wielded in melee compat, but its shorter length (usually 3 feet) means that it does not have the reach of a longer potential.

Nagamaki. The nagamaki is a shorter version of the naganata. It has a lengthy handle (3 feet) with an equal length of blade on the ond. A nagamaki has reach

Naginata: A naginata is a lengthy handle with a short, curved blade on the end at is a popular weapon among samutor-ke. A naginate has reach.

No-dachi. A longer vertion of the kattha a no-dachi is a two-handed sword typically between 5 and 7 feet in length. It is designed for use outdoors against multiple opponents

MARTIAL WEATORS

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Nunchalas: Two short sticks bound together with chain or a leather thong: the menchaku was originally used by peasants as a whost flail. Monks can use the nunchaku with their unarmed base attack and improved number of attacks and all convent modifiers.

One A range, two-handed pole-axe, the one is often employed by the Crat Charagains, were tracted Shadow-and constructed.

Sai: A short meta, knife with two prongs extending from h, hilt the sa, is incended to catch the bade of an attacker and either break it or disarm them. The bade of the sat is not normally sharpened but can be used as a puncturing weapon.

When thing the sat characters gain a +4 to the opposed attack toll when disarming opponents. Monks can use sat with their unarmed base attack, making full use of all relevant bonuses and auti ties.

Sasumata A.so called the "man catcher" this 6-toor polearm ends with a barbed fork that is used to catch and hold the limbs of opponents. A character wielding a maximata who strikes a Small or Medium opponent can immediately initiate a grapple as a free action without invoking an attack of opportunity. The sasumata has reach.

Sling. The sling is a strange, gal in weapon known to the Unicorn Clan and certain members of the Sparrow Clan. It is an abush for others to possess them, used, less be skilled in their use.

Sodegarami: This 6 foot long polearm is also called "the sleeve entanglar." The many barbs at its rip are used to catch and hold the loose flaps of light atmot of the cloth of an opponent's k mont. A character wielding a sodegaram; who strikes a Small or Medium opponent can immediately initiate a grapple us a free action without invoking an attack of opportunity. This will not work against opponents wearing any armot heavier than Light Armot nor will it work against unclothed opponents. The sodegarami has reach

Tanto: A basic knife, the ranto is the standard weapon for all

Tetaubo: A large studded metal crub, the tetaubo is the preferred weapon of the Crab Clan. They often stud it with jade in order to maximize the damage it causes to creatures from the Shadawlands.

Thinfar The tonfalues has crigorests the handle of a tailistude. It is a short, square wooden pole with a handle that allowers to be span about. Monks can use the tonfa with their unarmed base attack and improved number of attacks and all relevant modifiers.



Vajra: It is believed that the vajra was developed early in the Empire's history as a symbol of the moniss of Osano-Wo, the Fortune of Thunder It is a short from staff. 18 to 24 inches in total length, with one to three prongs or blades on each end. Many versions of the vajra evoke the image of a thunder-bolt the symbol of Osano-Wo. Smaller vajra can he disguised as the elaborate bilt of a sword.

The prongs of a vajor can be used in an artempt to catch the blade of an enemy's sword and disarm him similar to a sal or jute. Characters using the vajor in such a fashion receive a +2 on their opposed attack toil when attempting to disarm their opponent.

Wakizashi: The shorter blade of the databo, the wakizashi represents the honor of a samural, It is the blade used in the sacred seppuku ceremony. It is rarely used in combat, although it confets a +1 attack nonus.

Whip: The wing functions exactly as all others of its type. See the Player's Handbook™ for more information on the whip.)

Yari. A simple spear. The yari has teach.

Yumi, A how used on foor, the yumi varies in size somewhat (there are both short and long bow equivalents of the yumi)

ARMOR DESCRIPTIONS

Ashigaru armor: A very light and inexpensive form of armor typically worn by pessant conscripts, ashigaru armor protects the thighs, shine, head and torso with thin, laced metal plates. This is a Light-armor.

Great armor: The most protective battle armor in Rokugan, great armor is composed of metal plates tied together with silk strips. Great armor provides its full armor bonus to all locations. It is almost exclusively worn by bush, of the samural casts, and others who wear it are looked down upon or in the case of peasants, killed. This is a Heavy armor

Lamellar: Composed of small, overlapping plates of motal sewn rogether or stitched to a backing of cloth, lamellar is one of the more expensive and attractive forms of armor worn by well-to-do samural. This is a Medium armor

Light Hide Armor: An armor made from thick leather, hade armor is never worn by samural under any circumstances. Wearing dead flesh is a disgrace and an abomination in Rokugan. The only groups who make use of this are the Nezumi who are eminently practical, and cortain members of the Yoban in gath, an tribes. This is a Light armor

Naga Armor: Armor made for humans would obviously not fit the larger, robust physique of the Naga warriors nated they have their own armor, designed specifically to

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accommodate their serpentine features. Naga armor is very similar in construction to the atmor worn by samina. Naga armor perforce only covers the arms and upper torso. Heimets are also available.

Partial Armor: This lighter suit of armor is worn by those who do not wish to be hi rdened with heavy pieces of armor that will restrict their movement or the battlefield. Partial armor includes metal plates that protect the torso, both front and back, thighs, and shins. He meta are often worn with partial armor. This is a Medium armor.

Tessen: A tessen is a fron-ribbed war fan. A tessen acts much like a bucker though you cannot wield a weapon in the same trand as a tessen. You may use the tessen as an off hand weapon, dealing 1d3 points of damage (x2 crit). Used this way the tessen is a martial bludgeoning weapon, and is treated as a light weapon. If you use the tessen as a weapon, you lose its AC bonds until your lext action. A character needs Shited Proficiency to use a tessen without penalty.

GOODS ARD SERVICES

The vast majority of items listed as adventuring gear, class skuls/tool kits, clothing, food/drink/lodging, and mounts and their gear in the Player's Handsook are available in Rowagan although some may be sughtly altered (such as exchanging a shirt and pants from an outfit for a kimono and hakama). To determine the purchase price of such items, a mply convert gold places to koku sliver pieces to bu, and copper pieces to zon. The exceptions to the list are as follows:

Ca trops are not generally available for purchase due to their dishuporable nature (although pinja frequently use them.

Bullseye kumps, magnifying glasses, spyglasses, and any objects containing glass are only available to members of the Unicorn Clan

Books of any sort are unavailable. Scrolls replace them Rokugan has no Water Clocks.

Alchemists kits are only available to members of the Dosgon Can

צתבדו שבח

Metsubushi: Metrubushi as a powdered arritant, much like pepper but stronger. When thrown in the eyes, it buts vision considerably and causes extreme watering. It also burns the ness, passages, although not enough to cause any permanent demago. Metsubushi is often carried by minor yoriki or doshin to disable rowdy samura, so that they can be disarmed or taken into custody. It is also often kept handy at gesma houses in the event that a customer gets out of hand Metsubushi auts, be deployed either by hand or through a weapon such as the Machi-Kanahisha. This attack has a maximum range of 5 feet and does not provoke an Artack of Opportunity.

Opponents struck with a dose of metsubushi must make a Fortifude save versus a DC of 15 or he b inded for two munds

Palanquin: The palanquin is Rok igan's closest approximation to a carriage. It is a comfortable padded platform with curtains that screen the inder from view. Two long poles run the length of the palanquin, extending to the front and rear Four or more beavers take up positions upon each of these pole extensions, bearing the rider wherever they wish to go The use of palanquins is usually reserved to very important or very wealthy individuels.



Poison Kit: This deadly kit is disguised to appear as a simple spell saichel or ration pack, it contains numerous vials of deadly poisons, needles, mixing tools and the like. These are not generally available for sale, as the use of posson is not only dishonorable but also punishable by death in Rokugan. Kits of this type are used by assassins, nings, and inhibitation and contun many poisons specific to Rokugan (see chart below). The Poison skill (a new skill introduced in this chapter) is required to create poisons.

TABLE 1-11: NEW ITEMS

ltern.	Cost	Weight
Palanquin	200 koku +	250 Bb.
Poison kilt	500 koku +/	5 lb

JOIDILES

Religion in Rokugan is a complicated matter There is no single deity who rules shove a pantheon of gods, nor is there a c ear division between different elements of the Celestral Heavens. Instead there are two distinctly different philosophies of religion, bound together by imperial edict into a jum

bied theology.

The original religion of the proto-society that preceded Hantel's founding of Rokugan was worship of the Fortunes. The peasants of this, time were completely at the mercy of the etements, and often tooked to potent defities for guidance and mercy. Unlike other superstitions, however, the Fortunes were very real entit es from the Celestial Heavens that occasionally found reason to intercede in the affairs of mortal men. The peasants were quick to pay homage to them.

After the Propire was founded, the worship of the Fortunes continued, as Hantei held his Celestial consins in high regard. After the appearance of Shinsel, however, a new religion, this one far more philosophical, appeared in Rolingan. The study of Shinser's teachings became very popular, with an entire moreastic sect being founded to meditate upon their wisdom:

the Brotherhood of Shansei.

Both religious communed for decedes in Rokugan, with occasional theological disagreements crupting into shir mishes between families or clans. To prevent such differences from becoming more widespread, the Emperor declared that Shat seasm, and the worship of the Fortunes would be united as a single theology. Although oddly matched, the two have flourished together for centuries.

In Rokugan, a character's reagion is merely a reflection of what aspect of the Empire's theology he adheres to most strongly.

TABLE 7- 12: NEW POISONS

Name Anima Poisons	Туре	Initial	Secondary	Brew DC	Cost
Cobra Toxin	Contact DC 76	Blindness	1d2 Wis	20	300 koku
Spider Venom	Injury DC 13	1d2 Con	1d4 Con-	20	250 koku
Herbal Poisons					
Dripping Poison	ingested DC 18	1d4 Sir	1d4 Sti, 1d4 Con	30	500 koka
Wish You Dead	ingester, DC 18	1 Con and Nausea	1d6 Con and Nausea	35	500 koku
Other Poisons					
Night Milk	Injury DC 18	1d2 Con	1d2 Con	20	140 Koku
Fire Biter	Injury DC 15	1 Dex	1d2 Dex	20	100 koku
Hot Madness	Ingested DC 14	1d2 Int	1d4 Int 1d2 Wis	35	500 koku
Bog Hag Blood	Injected DC 14	1d4 Con	1d4 Con and 1 Tams	30	1000 koku

THE FORTURES

Citazens of Rokugan who revere the Fortunes above all else are typically industrious individuals. They strive to conslate their chosen patron in their words and actions. Many Crab samural, for example, epitomize the essence of Osano-Wo in their boisterous, exaggerated behaviors. Whether worshipping one of the great Seven Fortunes of any one of the multitude of lesser fortunes who have ascended to the Heavens since the Empire began, followers maintain a similar intensity of faith.

ARCESTÓRS

The worship of ancestor spirits is actually a type of fortuneworship, but so many unique styles exist that it wat and mention in its own right. Rokugunt believe in a number of spirit realms, including Meido, where the spirits of the dead await reincarnation, and Yomi, the blessed land of ancestors, where those who have fulfilled their destiny in this life go to rest in bliss until the world comes to an end. In Bokugan, the spirits of one's ancestors are nearby at all times he ping to guide and direct their descendants toward a stritably honorable desting The Lion Clan are the most prominent devotees of ancestor worship

Individuals who revere their ancestors above all others are likely to focus on any affairs that they petreive as being unfinished. The unsolved murder of a relative, the dishonor of an ancestor, or even a grudge that was never settled can become the life's work of a samurar who focuses upon his ancestors.

TAO OF SHIRSE THE

Shimseatin is more a philosophy than a religion, more a way of thinking than a theological standpoint. Students of Shinsel seek enlightenment of the spirit through the perfection and unification of the body, mind, and soul. Devotees of this philosophy are consemplative and reserved, choosing to rely upon wisdom rather than succumbing to emotion on the heat of the moment. The vast majority of monks follow Shinsely as do a large number of samuras from the Phoenix Clan



HOROR ARD ALIGNMENT IN ROKUGAN

Augment plays a much more subdited role in Rokugan than in many compaign woulds. In fact, one could easily remove the concept of Alignment entirely from a Rokugan, campaign and exclusively use the more prevalent measure of one's worth; honor

Honor is an ad-important trait in Rokugan. It is the means by which samural fulfill their role in the Celestial Order, the heavenly-mandated there of society which characterize an individual's station and status in the mortal world. Those who possess honor know their role and execute it well. Those with our hono, fail to meet the expectations of mean mass, or worse, attempt to usurp the places of hose above them in the Celesria. Order

HOROR

Honor is an internal measure of a character's devotion to the code of bushido. Those who forsake the code of apply it only when necessary have a low honor, sain, while mose who use the code to determine their every action have a high honor rank

Honor has a great dea, to do with how an individual is treated in Rokugan. A samura, known for dishonorable conduct will be given mediocre assignments at heat, and may never be entrusted with any important duties, ensuring that he will never rise in the ranks of his clan. Samural with high nonor, however, will be given prestigious and importantiuties that can result in their rapid ascension to command within their lamby or clan's ranks.

A character's adherence to his principles and the tenets of bushide is measured by his honor rank. Honor ranks range from 0 (the lowest, most dishenerable individuals) to 5 (the embediment of bush do)

Rank 0 — Monorless: An honor rank of t. Indicates that the character does not follow the code of bushido. This usually indicates that the character is either foreign to Bokugan's calture (i.e. Nexumi, Naga, or gairin) or simply has no regard whatsoever for society's laws (bandits, some rousin etc.). It is not unheard of for samura to be without honor, but it is ancommon. Those with an honor rank of 0 tand to have all guidents of chaotic evil chaotic neutral, or neutral, evil

Rank i Untrustworthy: Those with an honor rank of i pay alphaervice to the code of bushide, but readily abandon it to achieve their own goals. They may put on an henorable façade around others in order to avoid condemnation, but they sae title wrong with indulging in vice lying, illeriting or even killing in order to far their their private agenca. Characters with this honor rank are typically neutral evil or chaotic good.

Rank 2 — Average: An honor tank of 2 is the mean in Rokugan, the level of devotion that can be expected from the average samuratione encounters while traveling. Those with an honor tank of 2 believe in the code of high do and follow it whenever possible. They understand however, that there are crossions when reality makes absolute adherence impossible. Samurat with an honor of 2 occasionally enjoy a night of revelry or the company of a geishe, but do not allow each

things to interfere with their duty. Abguinents of all types are found among those with this rank, but the most common are chaotic good, neutral, and neutral good.

Rank 3 — Exceptional: A character with an honor rank of 3 stands out among his follow samura. They believe that the code of bushido is the guiding principle that governs their lives and would never voluntarily violate it. If circumstances arise wherein the samural must violate the code in order to fulfill a mission or comply with his lord's orders, it causes him great anguish and some even request seppuse. Characters of this rank are almost always lawful, actuough there are a few neutral good characters that achieve this state of discipline.

Rank 4 — A Sunl Above Reproach. It is rare that a character achieves honor rank 4. This implies an absolute devotion to bushido, allowing nothing to come between the samiral and the values in which he believes so firmly Characters of this rank are almost always lawful

Rank 5 — Strength of a Thousand Ancestors: Achieving bonor rank 5 is no mean feat. Such a character is completely selfless thinking only of his family and clen and never of his own needs or wants. He treats everyone he encounters with the same dignity and courage that he expects to receive from others, and never mistreats others unless they have proven themselves to be dithonorable. Characters with an honor rank of 5 are almost exclusively of the lawful good alignment.

HOROR GAIRS ARD LOSSES

Honor is not an absolute. Samural often increase or decrease in honor as their outlooks and actions change over time. Each honor rank is composed of 10 honor points. When a character accruss a total of 10 honor points, his honor rank increases to the next level. For example, a samural of honor rank 2 who performs a long series of honombic tasks for his lord over time will accumulate 10 honor points and change his honor rank to 3. Similarly, a samural who has an honor rank of 3 with no surplus points and who incurs an honor less will drup dow, to an honor rank of 2.

Different honor ranks have different expectations. A character of honor rank 1 who saves the life of his de myo will receive a much higher amount of honor than a character of honor mak 4 who performs the same action it is expected of the latter samura: to fulfill such a dity, while the former might nor he expected to do so Given this, the following table supplies rough guidelines for the DM to use when bestowing or removing honor points for demonstrating the tanets of bushido or exhibiting dishonorable behavior.





TABLE 1-15: HONDE GAINS AND LOSSES PER HONDE RANK

Actron Witnessed	HR1	HR2	HR3	HR4	HRS
Honesty	3	2	7	C	0
(Ex., Giving a truthtu) report that we result in					
serious repercussions for oneself)					
Fol. rage	3	1	2	2	
[Fit Facing a clearly superior foe to preserve	~	-	_	_	
one's family honor)					
Compassion	4	3	3	3	3
(Ex. Ald ng a wounded foe.)	_	_			_
Courtesy	3	3	1	O O	Ð
Ex. Hosting samura from a family with whom	_	_	-	_	
one's own is at war.)					
Singerity	4	3	2	1	Ð
Ex. Fu fill ng a prom se despite great cost.)	,	24	_	·	_
Duty/Loyalty	3	3	3.	3	3
(Ex. Following the daimyo's orders when one s	_	-		-	-
personal feelings call for a different course of action.					
personal realings call for g americal coarse of actions	ſ				
Openly practicing a Low skyll (see OA page 92.)	Ó	7	2	3 to 4	+5 to 6
Deliberate deception of another	Ö	-2	-3	_4	-5
Disabeying the command of your lord	-2	3	4	S to 6	7 to 9
natigating unwarranted violence	ï	2	3	4	4
Breach of etiquette	0	1	₫:	4	4

INCREASES AND DECREASES IN HOROR

The changing of a character's Honor rank is a reflection of a gradual change an their personality and self-concept. As a character's Honor rank increases, they find themselves with more confidence and certainty and with a greater idea of the rote they play in society. A character who increases from Rank 1 to Rank 2, for example, imph. have realized that there is satisfaction in the fulfilment of ones duty, while shamelessive giving in to vices such as gambling and drinking serves no purpose whatsoever.

ПЛЕМЛЭЦА

As mendoned above, alignment is far less a factor in Rokugari than honor. It matters little to most in Rokugan if you are good or evil, so long as you conduct yourself with honor Alterment is tied to honor in that the lawful/chaotic element of an individual alignment is an indicator if they are likely to adhere to the code of bushido (lawful) or act as they feel appropriate with little regard for the perceptions of others (chaonic). Good vers is evil on the other hand, is somewhat inconsequential. Those who are good will treat others with respect and courtesy within the given confines of their code of honor (a lawlul samurai will pay peasants well for their services while a chaotic monk might beip them bring in a harvest, Conversely, evil characters will be disrespectful and violent (lawful samurai will demand services the peasants cannot easily provide or kill those who fail to meet their demands, while chaotic make-tsulus will evaducate entire villages to further their dark plans).

Again, it cannot be overstated that good and evil are largely irrelevant in Rokugan. Throughout the Empire's history, there have been both evil, heroes and good villains. Only one's actions matter not the reason one performs them. A samurat who hunts bandits because of a pathological desire to kill others is nonetheless performing a valued and honoted service for his lord.

LAWFUL GOOD

Those who are lawful good are paragons of virtue and honor They subscribe fully to all the seven tenets of bushido, serving their ford with zeal and absolute loyalty, and treating everyone with contrest and compassion. Other samulai look to the lawful good with respect and admitization, and the lower classes are devoted to hem for their kinuness.

Examples of Lawful good in Rokugan: Doji Horuri Foruri Toruri Isudao, Kuni Uragu.

A Closer Look; Akodo Foruri was the Champion of the Look Clan. His devotion to his clan and the Empire were absolute. When the Emperor and his help were believed dead during the Scorpion Clan Coup, lott it killed the treatherons Bayushi Shoju for his crimes and, rather than see the Empire fall into a war for the throne, proclaimed himself Emperor to geep the peace between the clans. Even after his banishment by the rightful ruler Hantel XXXIX, he retained his sense of duty to the Empire, raising an army to defend Rokugan against the forces of the Shadowlands.

TUMANT ENIT

Although bound by a code of honor those who are lawful evil believe that honor governs only those principles they personally believe in. They are loyal to their own tamily and clan, and care little for others. They will do whatever it takes to champion their own cause, regardless of the sacrifice. Dury sincerity, and courage are the tenets of bushido that they follow.

Examples of Lawful Evil in Rokugan; Daidoji Uji Daigotsu, Hantei Naseru, Shinjo Yokatsu

A Closer Look. Hanter Naseru, also called the Anvi., is a comming and ruthless man. He is honorable in his own way, but cares nothing for how events affect others his eye is on long-term gain. His brilliant plots constantly manipulate others into taking whatever actions he desires all for the benefit of the Empire as a whole. While many recognize how dangerous an opponent Naseru truly is, very few can peticlive and combat his schemes in time to prevent their outcomes.





LAWFUL REUTZAL

Those who subscribe to an alignment of lawful neutral are governed by a strong internal code. They conduct themselves honorably but determine for themselves what constitutes good and evil rather than accepting the common view. Lawful neutral implies a strong sense of discipline and self-control. Those of this class who follow the code of bushido place emphasis on the tenets of honesty and courage.

Examples of Lawful Neutzal in Rokupan Bayashi Yopro, Hida Tsuneo Tetsuya, Tsuruchi

A Closer Look: Hida Isaneo was the most trusted neutenant of Hantel XVI. 2.30 known as the Steel Chrysinthemum, widely regarded to be the most ruthless and merciless Emperor ever to rule Rokugan. Despite his Emperor's despond tendencies, Buneo obeyed him without question or hesitation. His code demanded that he follow the Emperor's commands, no matter how unpleasant or gruesome, even to the point of crushing the skull of the Emperor's mother with his bare hands. The dishonor of his actions weighed heavily upon Istmeo, but he would not take in his dury. He died a true servant of the Hanter

REVIRAL GOOD

Athough they are not necessarily honorable, the neutral good a segmentily well-regarded by all but the most uncompromising of samurat. They see it as their duty to protect those who cannot protect themseives, and to aid those in need. Athough they serve their lords faithfully, they consider it their primary duty to said others and will forsake their own honor for the benefit of another if they must. Compassion is the tenet of bushido with which the neutral good most readily identify

Examples of Neutral Good in Rokugan: Ambana Tomo, Den Nagor, Raamek, Toku

A Closer Look: Toka knows and secan scenapash greathings. "Fortune favors the mortal man" is one of Shansei's most powerful sayings. Even though he became samutal by simply taking the brade of a dead magistrate. Toku has become a true hero, working with Toturi to protect the annocent of the Empire from the Shadowlands invasion. Although he has chosen to break the of Rokugan's most sacred rules by violating the Lelestia. Order, foku is nonetheless a good and honorable samura.

REUTRAL

True neutrality carries with it a separation from the politics and stereotypes of Rokugani society. To truly remain neutral one must not have involvement with the varying factions of the Empire. Most of those who are neutral are misulers, such as the Nezumi, Naga or members of extremely solated minor class such as the remote Badger Class. Some Dragon, including their enigmatic daimyo, have so removed themselves from the Empire that they can be considered neutral.

Examples of true Neutral in Rokugan: the Hooded Ron n. Ikoma Tsai, M. rumoto Temomi, Togashi Yokuru

A Closer Look: Mirmoto senote is a son of the Uragon Clan, yet he bears little resemblance to his kinsmen. He has no interest in the enigmas of the Tao, nor in the twin bade style of his family's dojo. The conflict with the Phoenix and the Lion is little more than an annoyance to him, as he considers only one foe worthy of the Dragon's attention the Shadowlands. Politics and the perty squabbling of the Empire are only a distraction, and one that Tempru will some choose to ignore entirely

REVIRAL EVIL

Those who are neutra, avil are concerned only with themselves and accomplishing their personal goals. Buty is irrelevant to them, all that matters is satisfaction. Samural who abandon their duty to pursue personal vandettas or quests for power are chaotic neutral, as are many make-tucks and bandit lords

Examples of Neutral Evil in Rokugan. Hante: XVI, Moto Chagata: Shiba Aiktine

A Closer Look: Moto Chagarai is the Khan of the Unicom. His name is known and respected by the damyo of all the Great Clans. However, Chagarai is interested only in gaining glory for his clan, and is not afraid to crush his foes in order to prove his superiority. In battle, he is utterly merciless. Those who do not cap tulate immediately are destroyed without metry Chagarai does not consider himself evil nor do those who follow him he simply takes the most direct means to get what he wants, and does not allow morality to hinder him. He is a brutal, fierce, efficient leader.

CHAOTIC GOOD

A chaotic good character sees the world in terms of black and white, regardless of society's rules. These characters decide for themselves what is the appropriate course of action rather than allowing an accient code to dictate their path. Those who are chaotic good are sometimes considered without honor and somewhat dangerous by other samuras, who are appalled at their blatant disregard for Rokugan's rigid societal tules.

Examples of Chantic Good in Rokugam: H.da Kuon, Miya Yumi, Naka Kuro, Totik kir

A Closer Look Miya Yum is an honorable member of the Miya family, one of the Imperia, families of Rokugan. She was devoted to ner unite Miya Yoto, When he was removed from power by his apsian son Miya Satosan, however, Yumi refused to accept Satoshis new vision of the Miya as warriors rather than negotiators. She rebeiled against his leadership and undertook a quest to oust Satoshi and restore Miya Yoto, a dangerous gamble that was ultimately successful. In time, she replaced Yoto as the daimyo of the Miya and as the Emperous Herald.

LASTVER STORAL

Chaous neutral characters are free spirits who do what they feed is just and right. They do not allow others, perceptions of honor or right and wrong influence them; they guide themselves through life according to rules that they write for themselves. Chaotic neutral characters are completely uppredictable and, as such, often make interesting traveling companions despite the distance more honorable samuratingful fee, for them

Examples of Chaotic Neutral in Rokugan H.tomi Vedau, Isawa Tadaka, Satoshi, Togashi Mitsu





A Closer Look. Satoshi is a ronin who understands al. too well the meaning of power. The sami obey his commands. and he is certain that he could one day become a truly powerful shugenja were he not enered with the life of a ronin. As it is, he can never study at the schools of the Great Clans and expand his knowledge, robbing hun of full use of his abilities. Frustrated Satosbi has taken matters into his own hands With the recent conflict between the Dragon and Phoenix there are many dead shugenja who will no longer need their spel, scrolls. Looning corpses is foul beyond comprehension but Satoshi considers the greater evil to be squandering his power

CHROTIC EVIL

Only the totaly deprayed embrace the pails of chaptic evil Among the samurat caste, such Individuals are despised and often cast out, becoming tonin or bandats. The greatest source of chaotic evil is that of the Shadow ands, the festering land of evil incarnate where brut shicreatures, we only to destroy I presented humans can easily be conoric avil as well, but are most often maderen or complete sociopaths.

Examples of Chaotic Evil in Rokugan: Miya Satoshi

Moto Tsume, Shahui, Togashi Kokujin

A Closer Look: An Insane 60 2000. Togashi Koku in found "enlightenment" after receiving one of the Dragon Clans mystical rattoos. He has become a man possessed by completely rendom mood swings that cause him to commit incredible atrocities for no apparent reason. He has journeyed deep into the Shadowlands simply to see what les there life has stolen the daisho of the Kam. Togashi out of a desperate attempt to belance are pittared soul. In a shocking plasphemy of the ne camin Kokagan occasionally cap uses and torrures others, tacrooing them with ink made from his own blood and then mentally controlling his victims with his Tainted abilities.



ROKUGATI

ハスヤルスル

Arrisans are the skuled professionals who create things of beauty for the Empire. Artisans often do not create a physical object, but rather a temporary and counveact of beauty performed for the benefit of a small group, such as an intricate dance or inournful song. Artisans are highly valued in the courts of Roxugan and are often in great demand during the months of Winter Court

Authough artisans exist in every clan, the most prominent are those who attend the Kakita Academy of the Grane Clan-There, every type of artison in the Suppre can find masters. to teach them the secrets of their styles. As might be expected he must renowned artisans in Rokugan are Conce, although the Shiba family of the Phoenix are respected for their artisans

Courtiers and shugenja are the classes most akely to become artisans. The social element of the artisans performance and the semi-magical effects they can evoke appeal to those classes.

Hit die do.

えきのひけるきがきだけら

To guantly to become an ortigan, a character must furfil, all the following criteria.

Clan Crane

Skills: Craft (any) or Profession (Artisan). 5 ranks.

Feats: Student of the Arm. Versitie.

CLASS SKILLS

The articany class skills (and key ability for each skul) are Bluff (Cha) Craft (Int), Diplomacy (Cha), Cather Information (Int), Parform (Cha). Profession (Wis), and Spot (Wis). In addition, the artisan gains an additional class skill when he chooses an artisan ability (100 bolow), Acrobatt Tumble Dancet; Escape Artist, Joston Sense Motive: Musician, Listen; Actor Disguise; Origami Forgery: Chef; Knowledge (Herbalism).

Skill Points per Level: 6 + Int modifier

Examples of Artisans in Legend of the Five Rings Asahina Tsukiyoka Doji Ameiko, Doji Nagori, Doji Shizue, Kakam Shijin.

CLASS FEATURES

All of the following are class features of the artisan prestige

Weapon and Armor Proficiency The artisan is proficient with all Sample weapons and with the wekizashi.

Artisan Ability: Beginning at the 1st teve, the artisan may

choose any one ability from the following list

Kabuki Master (actor); A master of acting, the artisen can eas ly assume any to a when interacting with others The art san gains a +2 competence hongs to all Bluff Diplomacy, Disguise and Intimidate checks. This ability may be taken a second wine uncreasing the bonus to +4.



TAB	LE I	14:	THE	Ann	ISAN

	Base	Fort.	Ref	Wall	
Level	Attack Bonus	Save	Save	Save	Special
1ef	±0	£0 ==	2	1	Arrisan ability
2nd	±1	÷Û.	+3	+3	Natural performer +2
3rd	+1	41	+3	+3	Artisan ability
4th	+2	+T	-44	44	Reputation +1
5#	47	⊈T [°]	-est	a.fl	Artisan ability
5 Н	_1	. 7	1		Natural performer +4
h	+3	-2	-5	-5	Amsan abinty
8th	Δ.		-+	-+	Reputation +2
975	+4	4.5	-b	-h	Artisze shi ty
10th	k5	-5	41	+	Natural performer +6

The Kami's Grace (dancer): Deft mastery of the art of dance has embled the artisan to entrance others with graceful movements and darring, eye contact. The artisan may, if desired, select one person in the audience to focus the dance upon. That person must succeed on a Will save (DC 10 + the artisan's level + Chatisma modifier) or be subject to an effect identica to that of the spell hymotism. Openly hostile targets receive a +10 curringstance bound to their Will save. This ability may be taken multiple rimes. Each successive time increases the number of HD affected by this ability by one die type (from 2d4 to 2d6, from 2d6 to 2d8, etc.).

Mocking Countenance (sester): With succinct, bring commentary, the artisan mocks mother in court, a dangerous prospect indeed. With a successful Perform (buffoonery) check (DC 20), the artisan may turn others' opinions against his target, lowering their disposition toward the target by one rank on the NPC atmode table (see DMG²⁶ pg. 149). Instally Helpful or Friendly NPCs may never be reduced below Indifferent, and the Jester can never make anyone Hostile with his humor. This ability may be taken a second time, reauting the Perform (jester) DC to 15.

Origamit Master (origami): So great is the artisan's mastery of the ancient art of folding paper that he can actually animate the tiny figures he creates by focusing his will upon them. With the expenditure of a Void point, the artisan may animate the little-sized creations and cause them to perform simple tricks (cranes fly about his head, foxes run up and down his arms etc.) This requires the artisan's full concentration, and he may not speak or take actions while animating the figures. The effect lasts as long as be concentrates, up to a maximum of 10 minutes per level in this cass. This ability may be taken up to three times, each time inscreasing the size of the animated creation, up to a maximum possible size of Small. The construct may take the form of any animal of the appropriate size (Fine through Small), gaining similar abilities (cranes can fly, haves leap, etc.).

Organi constructs may carry a winter message to anyone the artisan knows within a 1-mile radius. The construct will unfold itself for the target, but anyone else attempting to read the message will result in the construct shredding itself to pieces, rendering the message timeadable.

Skilled Acrobat (acrobat): In addition to being impressive when demonstrated for court, acrobatives assist an attient in assisting attacked to combat. This ability grants an additional 43 dodge bonus to AC when executing a total defense action. This is cumulative with the bonus granted by the Tumble skill. This ability may be taken up to two times, with the second time conterring an additional +3 dodge bonus.

Soul of Music (musician): The artisan has so mastered the art of music that the beauty of song can indeed southe the

savage breast. The artisan's meso, has an effect identical to that of a julia essetions spell, with the artisan's equivalent caster level equal to 3rd level sorceter. This ability may be taken a second time increasing the artisan's equivalent caster level to 5.

Master Chef (chef): A master of combining herbs and emitic spaces, the artisan is a peerless on many creator Given adequate time to prepare and su table resources, the artisan may prepare a meal that will if fully consumed, confer one of the following effects to up to six people +1 Con, -1 Con, +1 Dex, -1 to attack rolls, -1 Retlex save, +1 Retlex Save, or 1 Fort save. This enhancement bonus lasts for 1 hour.

Natural Performer: Whatever their chosen specialization, artisans are accustomed to performing in front of others and develop considerable skill in front of a crowd. While performing, the artisan gains a +2 competence bonus to any Diaff, Diplomacy, or Gather Information check. This bonus increases to +4 at the 6th level and to +6 at the 10th level.

Reputation: As the artisan/traftsman intreases in reputation, his influence increases as well. Beginning at 6th level, the artisan may increase the die type by one leve. from d10 to d12, for example) when using the Perform rules to earn wealth. At 8th level, the artisan may either increase the die type by two (from d8 to d12), or add 10 to the amount received.

BUTEI

The Scorpion Clan is, ironically known for its secrecy. One of its greatest weapons is the Butel—autors so skilled in the acts of disguise and mumicry that they can after their appearance with a simple shift of posture, a change of expression. The Butel are the Scorpion's eyes and ears outside the clan. They might impersonate anyone from a powerful courtier's assistant to a lowly farmer if it serves the purposes of their Bayush Masters. It is said that a Butel never wears the same face twice, and a Butel would proudly claim that even this is an inderstatement. If, that is, you could find one...

Ninja and rogues are most frequently drawn to the Butet class. A handful of multi-class rogue/courtiers and rogue/samuras find there way here as well. Shugenja almost never undergo go the training required to become buter.

Hit Die de

REQUIREMENTS

To qualify to become a burel, a character must fulfill all the following criteria

Class Scorpion

Base attack bonus: +5



TABLE 1: 15: THE BUTE:

	Base	Fort	Ref	Will	
Leve]	Attack Borsus	Save	Save	Saye	Special
1st	±0.	£Ô.	12	+2	A Thousand Hearts, Poison Use
2nd	+1	10	13	(3	Versati. s
3rd	+2	a]	+3	+-3	Sneak Attack +1d6
4th	+3	41	44	44	A Thousand Faces
5th	+3	◆ T	+4	+4	The Scorpion's Sting, Sneak Attack +2d6
6th	4-6	+2	45	+5	Versatile
7th	+\$	+2	+5	+5	Piercing the Veils
8.41	₽ ₽	42	45.	+5.	Sneak Attack +3d6
19th	4 5	43	+6	+6	Versaltile
10th	+1	+3	+7	+7	No More Masks

Skills. Disguise 8 ranks, Bluff. 8 ranks

Feats Skill Forus Disguise, Skill Forus Minne.

Special: Sneak stack ability +3d6 damage or better. Must pierce another Scorpion butel's disguise and survive the encounter

CLASS SKILLS

The buters class skills (and the key ability for each skill) are Balance Dex), Blaff (Cha), Concentration (Con), Craft (Int), Disguise "Cha). Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Knowledge (Etiquette, all Clans, Shintao) (Int), Listen (Wis), Move Stiently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocker lex), Profession (Wis), Sense Morive (Wis), Spot (Wis), Limble (Dex). (See the Player's Handbook** for skill descriptions) Skill Points at Each Level: 4 + Intercodular.

Examples of Butei in Legand of the Five Rings: Bayushi Ikita, Kitsu Osen, Shosuro Furuyari, Shosuro Furaki, Togoshi Mikoto

CLASS FEATURES

All of the following are class features of the buter prestige class.

Weapon and Armor Proficiency: Batei have proficiency in all simple weapons. They gain no armor or shield proficiency. Armor check penalties for armor heavier than leather apply to the shills Balance, Climb, Escape Armet, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

A Thousand Hearts. At first level, the buter has already begun to ingrain the arts of disguise into his very being. He are easily shift from one personal to another, though he still relies upon physical implements and makeup to assist in his disguise. He gams a circumstance bonus to all Disguise and Mimtery checks equal to his buret level. In addition, if he possesses a knowledge skill that relates directly to his target, such as Knowledge (Lion) when imitating a Lion bushi, he gains an additional 42 circumstance bonus to his Disguise check.

Poison Use: Euter gain this shifty at first level. As Intersometimes serve the Scorpion in the capacity of assassins, all are educated in the proper use of poisons, and do not risk accidentally poisoning themselves when applying or brewing poison.

Versatile: Scorpion buter must be the masters of many skills so that they may more easily slip into alternate personal amnoticed. At second and sixth level, the buter gains this ability. Alternately the buter may choose to give up this ability and instead gain an additional favored class, allowing him to expand his ability to emulate various individuals by adopting future levels of the appropriate character classes.

Sneak Attack At second level, the bute, gams a sneak anack damage bonus similar to the regnes. This damage bonus applies when a target is denied his Dexterity bonus to AC Should the butei inflict a critical hir, the sneak attack damage is not multiplied. The butei's attack does +1d6 damage at second level, and increases by +1d6 every third level therrafter (+2d6 at fifth level and +3d6 at eighth). The butei thay apply the bonus damage with a ranged weapon, but only if the target is within thirty feet. The butei may choose to inflict subdual damage on a sneak attack with a sap or unarmed strike. This exits damage stacks with damage applied from other sneak attack abilities. Greatures immune to critical hits are not vulnerable to sneak attacks.

A Thousand Fuces: At fourth level, the butes begins to pierce the deeper secrets of the Scorpton impersonators. With a simple act of concentration, the butes can change his face, posture, and demeanor while weaving a subde illuston about himself through mete concentration. This is equal in effect to a drange self spell cast by a sorcerer of his character level. The butes may use this ability a number of times per day equal to his Charisma modifier. This is a spell-like ability.

The Scorpion's Sting (Ex): Though not all buter are assaures, all are trained to take advantage of a ke p ess enemy should the need acise. At fifth level, the buter may perform a coup de grace against a helpless opponent as a partial action. This is an extraordinary ability.

Piereing The Veils: A butes who reaches seventh level no longer needs to rely on illusion to concea, his identity. The core of his emistence has become a thing of deception. The illusion created by A Thousand Faces now becomes real, either twelv approxing to an after self specifical by a sorrerer of his character level rather than a change self. This change carries certain limitations when compared to a true after self specific the buter can either emulate other humans or become a faceless creature with no identifying features who isoever (he cannot emulate wings or gifts as normally allowed by the spelf). Unlike normal shape-shifting, if the buter dies while in an altered form he remains permanently in that form. This is a spell-like ability.

No More Masks (Su): At tenth level, the buter's Piercing the Veils effect has an unbratted duration. In addition, once pet day, as a standard action, the buter can effect a hornfying transformation, directing a gaze attack against one target of his choice. The target must make a Will save (DC 10 + had his character level + Charisma bonus). If this fail saves, the target stands helpless for one round. This is a mind-affecting supernatural ability.



DRAGON SETERMUSCUE

Where the first Kak to laid the ground rules for duels and all affairs of the sword. Mirumoto followed his own path. Mirumoto was the first samural to follow the kam. Togashi after he fell from the Heavens, the shagenia Agasha close behind him. The famous treatise on sword play. Niter, was the result of Marumoto's literime dods cation to the two sword art of fighting When Shinser gathered the first Seven Thunders to journey into the Shadowlands to battle Fu Leng, Mirumoto did not besitate to represent the Dragon He never returned from the bande with Fu Leng, and never knew defeat at the gands of moreal man-

Dragon samura, who dedicate themselves fully to the art of Niten artend the Swordmaster school. Unlike the other Clans, the samural of the Dragon train with the shugenia of their clan, the Swordmaster even more than most. The ability to wield two swords effectively is an amazing sight to behold and many say that the Swordmasters' meditative study with shugerija allow them to attain the focused state required for such a feat. Among the samurat of Rokugan Swordmasters are feared ducliats, and enigmatic scekers of more esoteric truths as well

Hit Die dio.

マミのいマミホミれてら

To quality to become a Swordmaster, a character must fulfill all the following criteria

Clan: Dragon

Honot/Alignment: Any lawful, honorable

Basc Attack Bonus: +5

Skills; Injutsu Focus, 5 Ranks, Knowledge arrana): 3 Ranks Feats: Expertise, Dasaro Teranaque, Yord Use

CLASS SKILLS

The swordmaster's class skills (and the key ability for each skill) are Balance (Dex), Craft (Int), Concentration (Con), Injursu Focus (Cha, Perform , Cha). Profession (Wis), Ride Dex), Sense Morive (Wis), and Tumble (Dex). See the Player's Handbook for skill descriptions. The Iai utsu Focus skill is described in Orienta Adventures"

TABLE 1-16: THE SWORDMASTER

	Base	Fort	Ref	WIII	
Level	Attack Bonus	Save	Save	Save	Special
Tsţ	+1	+0.	40	+2	Darsho Stance +1
Znd	42	+0	40	+3	Quick Draw
3rd	43	+l	#1	+3	One with the Sword +2
4th	+4	4/1	+7	+4	Da sho Stanze +2
5th	+5	φT	+7	+4	One with the Sword +3
6th	+6	+2	+2	+5	
7/3	+7	42	+2	+5	Daisho Stance +3
8th	+3	+2	+2	+6	Truth is in the King
9th	+9	+3	+3	+6	One with the Sword +4
10th	+10	+3	+3	+7	Daisho Stance +4

Skill Points At Each Level: 4 + Int modifier

てしならら 宇宝ふせいをきら

All of the following are class features of the swordmaster prestige cass

Weapon and Armor Proficiency Swordmastery are proficient with all sample and martial weapons. Swordman ters do not gain any proficiency with almor of safelds, though most have such profeciency from the samma class. Datsho Stance: Wielding both blades in a defensive screen, the swordmaster makes it more difficult for an

> opponent to penetrate his defenses. Beginning at 1st level, the swordmaster gains a +1 armor bonus to his AC. This increases to +2 at 4th level and by an additional +1 at 7th and 10th levels.

> Quick Draw If the Swordmaster does not arready possess the Quick Draw feat, he gains stat the 2nd level, but may only apply it to katana and wakizashi. This feat can be used by the swordman ter to draw both blades sixpultaneously.

> One with the Sword, Extensive training in both kenjutsu and fajutsu has afforded the swordmaster great insight into the use of the katana. When wielding the katana and wakizash,, the swordmaster gains a total +2 bonus to hit beginmag at 3rd level. This bounds may be distributed between katata and wakizashi as the swordmaster sees fit. (For example, in one round, he applies +2 to all attacks with his katana, and nothing to his wakizashi, the next round he may choose to instead apply +1 to bis katana artacks and +I to his wakizashi attacks, etc.) 'his total bonus

truth Is in the Killing: By spending a Void point, the swordmaster may prevent the use of Void points by any one foe in his threatened area until his next turn. This effect continues even if

the targeted opponent leaves the swordmaster's threatened area. This is a free action, taken on the swordmaster's time.

Dragon

Swordmaster

increases to +3 at 5th level and to +4 at 9th level.

エレニルミルイスレ GUARDSMAN

The Isanam. Legion sweep across the battlefield, the power of Water guiding them imeringly to their for

The Firestorm Legion swite their foothardy opponents with the eleansing power of fire

With the kam, of air on their side, the Hurricane initiates havering a deadly message with the voice of the storm itself.

And the fury of earth echoes in the battle cry of the Avalanche Guard

These are the Elemental Guardsmen, the feared battle shagen; a of the Phoenia. While most followers of the Kami Shibs are devour pacifists, the Guard are the exception. They recognize the need to be prepared for war, and know well the power of magic as a weapon. They are the avenging hand of the Council of Masters, and mough they may not be the most seasoned warriors in Rokugan, their expertise in magic more than compensates.

Those who would stand against the Phoenix stand against the Elemental Guard, and the Rami stand with them. Boware Hit Die de

REQUIREMENTS

To qualify to become an Elemental Guardsman, a character must fulfill, all the following criteria

Clan: Phoen x

Base atrack bonus: +3

Skills: Spellcraft 8 ranks. Concentration: 8 ranks. Knowledge (elements): 8 ranks.

Beater Ritual Magic, Superior Blemental Focula

Spells: Ability to cast third level divine spells. Must have an elementa, focus and the ability to sense elements as a shagenja

Special: Must be invited to join the Elements. Legions by the Council of Masters.

CLASS SKILLS

The elemental guardsman's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con). Heal (Wis), Knowledge (Fortunes, Shintao, Elements, Jint), Sory Jint, exclusive skill), Spelleraft (Int). (See the Player's Handbook's for skill descriptions.)

Shill Points at Ench Level 4 Int modifier.

Examples of Elemental Guardsmon in Legend of the Five Rings: Agasha Fujita, Isawa Hochiu Isawa Nodotai

CLASS FEATURES

All of the following are class features of the elemental guardsman prestige class

I Coster Level An Elemental Guardsman continues his more general study of the kami as a shugenja as well as focusing upon this more exclusive domain to elemental mastery. Thus when a new Elemental Guardsman level is gained the character gains new spells per day as if he had also gained a "evel in the spellcasting class he belonged to before he added the Elemental Chardsman prestige class. He does not, however gain any other benefits a character of that class would have gained.

Weapon and Armor Proficiency Elemental guardsmen have proficiency in all simple and martia, weapons. They gain no armor or shield proficiency. Armor check panalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jimp, Move Stiendy, Pick Pocket, and Tumble

Spells Known: These are bonus divine spells, gained as a slaugenta normally gains new spells. These spells must be selected from the guardsman's focus element. These spells are not added to the amount of spells the guardsman can cast they are an addition to total spells known.

Greater Element Focus: At first level, the Elemental Guardsman gains a greater mastery of his chosen element. He may Sense Elements as a standard action rather than a full round action. The Elemental Cuardsmans caster level is considered to be one higher when casting spells of his focus element (this does not give the guardsman access to spells he could not otherwise cast). An elemental guardsman does not face the usual restrictions of multi-classing shugenja, and can return to the chugenja class freely after taking levels of this presings class. Depending on their title, elemental guardsman are considered to be in a different Elemental Legion: Avalanche Guard (Barth). Firestorm Legion (Fire) Hurricane Initiates (Air), or Trunami Legion (Water).

Spells For Day At 2nd 4th, 6th, and 6th level the guardsman gains new spells per day as if he had gained a level in a divine spell casting class he belonged to before adding the presinge class. He does not, however gain any other benefit a character of that class would have gained (improved chance of controlling or rebuiking indeed, metamagic or item creation feats, bit points beyond those he receives from the prestige class, and so or), except for an increased offective, evol of spell casting. If a character had more than one divine spell casting class before becoming an elemental guardsman, he must decide to which class he adds each increased level of spell casting.

Elemental Produgy: At 3rd level, all spells of the elemental guardaman's focus element gain a +2 bonus to their save DC and a 2 bonus to caster level checks to beat a creature's spell registance. Unfortunetely, this benefit comes at a cost. All spells not related to the guardaman's focus element have their save DC and caster level checks to beat a creature's spell resistance reduced by 2.

Elemental Mastery: A, 10th level, the Elemental Master is considered a complete master of his chosen element. All spells related to his Element Focus are now considered to be innate abilities (see the functe Ability feat). He may use Sense Elements as a move equivalent action when sensing his focus element.

TABLE 1-17, THE ELEMENTAL GUARDSMAN

Limited 1.	Att tile merent	PIRILIDE A	POSHOZNI	A11						
	Base	Fort	Ref	W:		5pel	is .			
Level	Attack Bonus	Save	Save	Save.	Special	161.	Znd	3rd	41))	5th
151:	+0	+2	+0	+2	+) Caster Level Greater Element Focus	+].		,	-	
2nd	+1	+3	+0	+3	+1 Caste Level	+1	+1	a		
3rd	+2"	+3	+1	+3	Elemental Prodigy	-	+1	+1	4	
4th	+3	+4	+1	+4	+1 Caster Level		-	+1	+1	
5th	+3	+4	+1	+4	+1 Caster Level				+1	+1
6th	+4.	+5	+2	+5		+1	*	+	+	-[1
7th	+5	+5	+2	+5	+1 Caster Level	- [4]	- 13			
8th	6	6-	2	-6	1 Caster Level		-41	- 1		
9th	+6	+6	+3	+6				+1	+1	-
1 Otto	47	+7	43	+7	Elemental Mastery		÷	+	+1	47



EX-ELEMENTAL GUARDSMEN

bletnebtal Guardsmen who defy the Council of Masters may no longer gain levels in this prestige clars, though they retain all of their abilities. Any Master who attempts to teach the secrets of the Elemental Guard to others without the Council's permission will be hunted down and killed for his treachery.

EMERALD MAGISTRATE

For centuries, the Emperor's law has been enforced by an elise cadre of samurai taken from all the clans of the Empire. These noble warriors hold their loyalty to the Hantei above all things, even family and clan. No one who commits treason against the Emperor is immune from their justice.

Errerald magistrates are taken from all ranks of camuta. Bush and shugenja akke serve the Emperor by enforcing his law. The samurat's skill and devotion are all that matter; whether they mained with sword or scroll is irrelevant. Magis trates are chosen from those who demonstrate exceptional ability, honor, and devotion to the Emperor and his laws.

The Emerald Magistrates are commanded by the Emerald Champion, the right hand of the Emperor and the suprementation of law in the Lingue other than the Son of Heaven himself. The Emerald Champion's palace, located outside of Otomic Ochi, is the central headquarters for all Emerald Magistrates. Magistrates are expected to send reports to the Champion on a regular basis, although he seldom reads all of the reports himself unless an emergency has arisen that requires bis personal attention.

Emerald magistrates come from all classes. Ability alone is important to the Emerald Champion, and little else is of consequence. Anyone who meets the requirements is eligible for the position.

Hit die a8

REQUIREMENTS

To qualify to become an Emerald Megistrate, a character must fulfill all the following criteria

Base Artack Bonner +5

Skills: Gather Information: 5 ranks. Knowledge (Law): 5 ranks

Feats: Alereness, Leadership.

CLASS SKILLS

The Emerald Magistrate's class skills (and key abusty for each skill) are Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Implement (Cha), Knowledge (Law) (Int), Rode (Dex), Search (Wis), Sense Motive (Cha), and Spot (Wis). The Impursu Focus skill is described in Chapter 4 of Overtal Adventures."

Skill Points per Level: 5 + Int modifier

Bramples of Amerald Magistrates in Legend of the Five Rings: Bayushi Yojiro, Doji Sassume Kitsuki Kaagi

CLASS FEATURES

All of the following are class features of the Emerald Magastrare prestige class:

Weapon and Armor Proficiency: the emerald magistrate is proficient in all Simple and Martial weapons as well as with taght and Medium armor Armor check penalties for armor heavier than leather apply to the skills Balance. Climb, Bacape Artist, Hide, Jump, Move Stiently, Pick Pocket, and Tumble.

The Emperor's Seal: The emercial magnetrate bears the seal of the Emperor himself, and few are willing to go against the wishes of the Son of Heaven's servent. The megistrate gains a +5 circumstance bonus to all Diplomacy and Intimidate checks, but only when he is speaking in an official capacity as a representative of the Emperor.

Strongth of Purpose. The magistrate's duty is a sacred one, and be cannot be easily deterred. Beginning at 2nd level, the magistrate games a +2 morale bonus to resist any attempt to turn him away from his duty, either through the use of skitls (Diplomacy, Intimidate, Bluff) or through magic (any attempts at mind control or influencing thoughts). This how is increases by two at every second level thereafter.

Sathankan's Method: Seginning at 3rd level, the magistrate gains a competence bonus to any class skill equal to his magistrate level. This bonus may be used a number of times per day equal to the magistrate's Wisdom modifier.

For the Empire: The Emorald Magistrate is skilled at dealing with large groups of fose, and saining upon their mistakes. Baginning at 5th level, the magistrate receives an additional attack of opportunity per round. Another attack of opportunity per round is gained when the magistrate reaches leve. 5.

In His Name (Ex): Acting with the Emperor's blessing gives the magistrate the authority and confidence to accumphab nearly any task. Once per day, the magistrate may instantly take 20 on any skill check involved in the execution of his official duties (DM's discretion whether a skill check is so involved). This does not increase the amount of time required to perform the task

TABLE 1-18: THE EMERALD MAGISTRATE

	Вазе	Fort.	Ref	Will	
Level	Attack Bonus	Save	Save	Sarre	Special
1st	+0	+0	+2	+0	The Emperor's Sea.
2nd	+1	+0	+3	+0	Strength of Purpose +2
3rd	12	+1	+3	r-Ī	Sarbankar s Method
4th	+3	17	+4	+1	Strength of Purpose +4
5th	43	17	H	+1	For the Empire +1
6th	a-1	+2	15	1-2	Strength of Purpose +6
7th	+5	+2	+5	(2	In His Name
3th	+6	42	+6	42	Strength of Purpose +8
4th	46	+3	+6	+3	For the Empire +2
10th	+7	43	+7	43	Strength of Purpose +10

KOLAT AGERT

Whispered in stradows and head in utams; secrecy, the Kolai are perhaps the most secretive organization in the Empire The Kolat are the philosophical descendants of those who first denied the Kami's right to rule, who turned their back on the idea of an Empire founded by meddling gods. The ultimate goal of the Kolat is to overthrow the rule of the Kami - and the same year society they have husb - returning the true power to the hands of the homans. Only through subtlety can they accomplish their goals, and only through secrecy can they survive. The Kn. n's great Plan is a complex thing, known only to the Ten Masters hidden away in the organization's escret temple. The Koist core not about the means they must use to otherve their altimate goal, but only the glorious ends.

In the meantime, the Kolst expand their power through stearth, espionage, and assessination. The Kolat offer their ser vices to those who can pay their price, and often ask only for a bit of information or a political favor in return. If the Great Claus a new the true purpose and goals of these shadowy spica and assessins, even the most dishonorable sentates would have no truck with them. Luckly, the Kolar are quite shalled at what they do, and one can never know for certain who is a Kolat agent and who is not...

Rogues and ninja make excellent Kolat agents, but a sumuon with the proper skills makes an even more potent operative Courtiers akewise make deadly Rolat agents. The Rolat value the teachings of Shinses (a mortal buman who commanded the Kami) but few monks join the Rolat Many find it hard to balance the teachings of Shipsei with brainwashing and assassination. Shugenja join the Kolat even more rarely, though it is not unheard of for them to do so

Hit Die: d6.

R三のいほ主爪主爪すら

To qualify to become a Kout agent, a character must fulfit all the following criteria.

Alignments Lawha Evis, Lawful Neutral, Neutral Evil

Honor: None above two Base Attack Bonus: (3

Skills: Gather Information: 4 ranks, Bluff, 4 ranks, Sense Motive: + renks, Innuendo, + ranks.

Fears, Perceived Honor

Special. The contacter must be chosen by the Ten Masters to be inductrinated into their techniques. Only a handful are chosen, and it is always the Koist who decide who will become one of their number, not vice versa.

One need not be a member of this prestige class to have ries

to the Kolat, but all of the Kolar's most skilled agents (and al. of the Ten Masters) have at least one level in this prestige class. Advancing in this class is a privilege, not a right, and only those who have served the Kolat dutifully are a owed to progress. Only the I'en Masters themselves ever reach 10th level in this class

CLASS SKILLS

The Kolar agent's class skills (and the key ability for each skill are Appraise (Int), Bluff (Cha), Craft (Int), Decipher Script (Int), Implemency (Cha), Insguse (Cha), Forgery (Int), Games (Various), Gather Information (Cha), Hade (Nex), Innuendo (Wis), Intunidate (Cha), Knowledge (History) (Int), Laster (Wis), Move Stlentty (Dex), Pick Pocket (Dex), Read Lips (Int.) Search (Int), Sense Motive (Wis), Spot (Wis)

Skill Points at Each Level: 6 + les modifier

Examples of Kolat Agents in Legend of the Five Rings: Yasuk, Jaka Akodo Kage Beyushi Aremesu, Shinjo Yokarsu Chincko

CLASS FEATURES

All of the following are class features of the Kout agent pres-

Wespon and Armor Proficiency: Kolat agents gain no professionly in any weapon of a mor Armor chief pena, es for armor heavier than leather apply to the skills Balance, Clamb Escape Artist chide Jamp, Move Stickay, Plan Pocket, and Tomble.

Secret Brothezhoud. At first level, the Kolat agent gains the edvantages of the Kolat's secret autoation. Kolat agents face none of the normal difficulties inherent for characters with multiple prestige classes in Rokugan, Training among

the Kolat is always kept secret.

In addition, the Kolat agent has allies throughout the Empire, often in the most unlikely of places. The sgent may use his lanuendo skill (IK IS) to leave a signal that anly another Kolat agent would understand (a symbol painted on a well, a cortain port of mee burning at a certain time of day, etc., This symbol can effectively transmit a message of up to seven words. Whether another agent decides to offer assistance is another motter

Kolat ability: Az 1st, 4th, 7th, 9th, and 10th leves, the Kolat Agent gains a new ability of his choice from among the following

Perceived Honor. The character gains this feat again for free.

This ability may be chosen multiple times.

Brondened Still Base: Select two cross-class skills. These skills become class skills for the Kolm agent, and he game a +1 bonus to all checks with them. This ability may be chosen

TABLE 7-19: THE KOLAT AGENT

	Base	Fort	Ref	1997[1]	
Level	Atteck Bonus	Save	Save	Seve	Special
Tist	+0	+0	+2	+2	Kolat ability, Secret Brotherhood
2nd	97	+0	+3	+3	Sneak Attack +1d6
311	+2	+1	+3	13	Tell No Secrets
48%	+3	±1	14	14	Kolat ability
5th	+3	+1	+4	+4	Sneak Attack +2d5
6th	14	+2	4-5	45	Activate Sleeper
7th	r-5	+2	+5	+5	Kolat ability
8th	+6	42	4-6	+6	Sneak Attack +3d6
9th	+6	43	+6	+6	Kotat ability
10th	47	43	4.7	47	Program Sieeper, Koiat ability



mantiple tables.

· Poison Use: The Kolat agent no longer risks accidentally. poisoning himself when brewing or applying poisons.

Rolat Duplicate, The Ko.at agent is a master of a squise gaining a +2 bonus to a l Bluff and Disguise checks This ability may be chosen multiple times. If chosen for the

same skill multiple times, its effects stack

Sneak Attack: At 2nd level, the Kolat gains a sneak attack shility similar to the togue's. The Kolet agent is elailed in attacking vulnerable opponents in vital areas, inflicting additions, damage. This damage bonus applies when a target is demed his Dexterity bonus to AC. Should the Kout agent inflict a critica, hir, the aneak attack damage is not multiplied The Kolat agent's attack does +1d6 damage at second level. 2d6 at fifth .evol, and +3d6 at eighth. The Kolat agent may apply the bonus damage with a ranged weapon, but army if the target is within thirty feet. The Kolst agent may choose to milier subduct durings on a smeak attack with a sap or anarmod sauke. This extra damage stacks with damage applied from other sneak attack abilities. Greatures ammune to critical bits are not vulnerable to sneak attacks.

Tell No Secrets: At the rd level, the Kolst agent game an additional save at a +4 bonus against all enchantments and mind-affectra effects, should any of those effects ever attempt to force him to revea, information about the Kolat or their opage.

Activate Sleeper (Su): At sixth avel, the character has searned the secret techniques used to activate Kolat sleeper agents. With a single word (and a standard action) the agent may command all sieeper agents within the range of his voice to obey his will. All sleepers present must make a Will gave (DC 10 + Kolat agent s level + Kolat agent's Charisma modifier) or fa under the agent's control. This is identical in offect to a charm person spell, except that self-destructive orders will be obeyed if the Kolat agent succeeds in an opposed Charlema check, The Kolat agent gains a circumstance bonus equal to his

.eve. on all opposed Cherisms chooks to control a sleeper Steepers obey the agent for a number of hours equal to his Kolat agent level, though he may renew his control with a standard action. An agent may control a maximum multiber of sleepers equal to his Charisma modifier at one time (he may release aleepets prematulely if he wishes to command others). When the agent's control fades, sleepers lose all memory of may activates they performed while under his control unless the agent controlling them wisher otherwise. Two Kolat agents giving the same sleeper contradictory commands or use the sleeper to simply stand in one place and do nothing

Lun's Pride

The best sleepers are those unaware that they are sleepers Any individual who is consciously aware that he is a Kolat s ceper gains a -4 morale bonus to all Will raves and Charlema thecks to resist the effect

This ability only works on those previously programmed to be Kolat sleepers. This is a supernatural ability.

Program Sleeper At tenth level, the agent is a true master of the Kolar's techniques, and can create sleeper agents.

t reating a sleeper agent is a long and difficult process, requiring at seast one day par character level of the subject The Kolat agent must spend at least twelve hours per day indoctrinating the potential sleeper in the philosophies and directives of the Kolat, and the potential sleeper misst have no other human contact during this time. At the end of this. period, the Kolat agent must expend 100 Experience Points per character level of the subject and the subject makes a W... save (DC 10 + Kolat agent's Chartarus modifier + the Kolar agent's love.) If this save faus, the subject has become a sleeper agent. The Koist agent expends experience whether or installe process is successful.

If unsuccessful the agent may immediately my again; beginning another period of deprogramming and brainwashing for a number of days equal to the subject's level. At the end of this time, he must expend Experience Points once more, but the DC of the aubject's Will save is increased by two

A Kolat agent is free to use torture. threats, or coordion to encourage a subject to voluntarily fall his Will save, but many Kolat frown upon this, relying instead upon the putity of their philosophy and their auttatents. (Then again, amny Kalat are extremely practical people and don't cringe away from a on of priare.)

Once Indoctrinated as a steeper the process is permanent, and only a wish, mirac e, or years of reat and rehabilitation can reverse the effects. When released from the programming, a sleeper forgets the entire process and generally returns to his normal life. Thereafter, the Ko.at agent can command the slaoper using the Activate Sleeper ability described above.

A Kolat agent may create alrepers that will obey only his own commands, rather than they of any agent's

ex-kolat agents

Koist agents who disobey the will of the Kolst or leave the organization no longer progress in levels at a Koist master, though they may use their abili-

ries treely. Former agents of the Koat are swiftly assessinated or, if that is impossible, blackmeiled into submission to pregerve the organizations sourcey.

The armies of the Lion are feated for two reasons — the anstoppable fartical minds of the Akodo, and the unbreakable Firy of the Mats i Lion's Pride The Lon's Pride are often the front line of a large conflict involving the Lion, a position the chite unit reashes. The Lion's Pride are all women, usually taken from the Marsu fam.ly. Membership in this group procesums both skill. It combat and an absolute lack of fear of death Ten Lion's Pride have stood against hundreds of somurar the last Marsu finally sent to her death after the



enemy had been reduced to less than half their number, hew can hear the screams of the Lion's Pride on the other side of the battlefield and not know the touch of fear on their hearts Hit Die; d10.

マエカミホミテいのこと

To qualify to become a Lionx Pride member a character must fulfil all the following criteria

Clan: Lion

Honor/Alignment: Any Lawfu, Honorable

Base Attack Bonus: +6

Feats: Iron W.I., Ki Shout

Special: Must be female, and must be accepted by the Lon's Pride

CLASS SKILLS

The Lion's Pride's class skule, and the key abidty for each skil, are Climb (Str), handle Animal (Cha). Intimidate (Cha), Jump Str), Knowledge (Battle) (Int) Knowledge (Nobility and Royalty) (Int) Perform (Cha) Profession (any) (Wte) Ride (Dax), Sense Mative (Wie) and Swim (Str). (See the Players Handbook's for skill descriptions.)

Skill Points at Each Level. 4 * Int modifier

CLASS FEATURES

An the following are closs features of the Lion's Pride prestige c.ase.

Weapon and Armor Profesioney: Lion's Pride members are professor with a sample and marin weapons and with a larmor

No Man's Bride. The Lions Pride are known for their indomitable will, even in the face of overwhelming odds. A nember of the Lions Pride gams, esistance to mind-affering speaks, granting her a +1 morale bonus to all rolls to save against such spells. This bonus increases by one point each time the character gains a Lion's Pride level, and the character may save against the spell every time it would cause her to do something contrary to her all gament or duty.

Ancestral Favor: At 2nd level and above, a Lion's Pride member applies her Charisma modifier (if positive) as a bonus

to all saying throws

Bonus Fest: At second level, the Lion's Pride member gets a bonus test. She gains an additional bonus test at 4th, 7th, and 10th levels. These bonus tests must be drawn from the following last: Endurance. Expertise (Improved Disarm, Improved Trip. Whirlwind Attack). Improved Initiative. Great Ki Shouth Remain Conscious? Toughness, Weapon Focus (katana). Fests marked with a "?" were introduced in Onesta, Adventures."

Matsu's Eyes At 5th level when taking the full attack section in meles the character may make one attack per smounter per sevel in this cass with such speed that it strikes her opponent as if they were tist-tooks.

Matsu's Fury An 8th leve. Lion's Fride character can sacrifice her ability to defand herself in order to gain extra attacks for the round. In order to gain an extra attack, the character chooses to completely negate her Dexterity bonuses to AC (she is considered flat-footed) for the rest of the turn. The extra attack is made with the character's highest attack modifier. This may only be done when aking the full attack action in merce combat.

MASTER OF THE AKASHA

All members of the Naga race share a collective group-mind known as the Akasha. This well of memories serves a similar function to Void within humans, although most Naga exist in a greater harmony with the Akasha than the vast majority of humans experience with the Void The Naga priests, known as Vedics, continually plumb the mysterious depths of the Akasha, seeking new ways to use it for the Naga's bonefit Some who delve into the Akasha do not return unchanged

A few rate Naga achieve such a unity with the Akasha that they are no longer truly individual beings. They become instead a living repository for the group mind of the Naga. Great power is at their disposal for which they have the tespect of their entire race. The cost however is the freedom of their own thoughts, for which the Naga pity them. Masters of the Akasha are normalic, as they can find themselves adopting the mannersms of powerful Naga minds around them if they remain in one piace for very long.

Hit die de.

スキロリスミルミルてら

To qualify to become a master of the Akasha, a character must fu fill all the following criteria.

Hage Attack Romus: +5

Race Maga

Alignment: Any awful

Simila: Knowledge Akashak 5 ranks.

Feats: Akasha Use. Depth of the Akasha.

CLASS SKILLS

The Akasha master's class ski is (and key shifty for each skill) are Concentration (Con). Uraff (Int), Diplomacy (Cha), Hea

TABLE 1	-20:	THE	LION	s Peu	D.E.

	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	2848	Save	Special
1st	+1	+2	+0	+0.	No Man's Bride
Znd	+2	+3	+0	+0	Ancestral Favor, Bonus Feat
3nd	+3	+3	+1	+1	
4th	+4	+4	+1	+1	Bonus Feat
5th	45	+4	ψ1	+1	Matsu s Eyes
6th	46	+5	+2	+2	
7th	+7	5	2	+2	Bonus Feat
Sth	\$	6	2	2	Matsu's Fury
9th	+9	+6	+3	+3	
10th	+10	4₹	4-3	+3	Bonus Feat

Wish Hide (Dex) Intuit Direction (Wis), Knowledge Akasha) (Int), Move Sciently (Dex), and Sense Morive (Wis) Skill Points per Level: 4 4 Int medifier

CLASS FEATURES

All the following are classifed area of the Master of the Akasha prestige class

Weapon and Armor Proficiency: The Akasha master is proficient with all Simple and Martial weapons

Cross class Skills: Drawing upon the well of knowledge within the Akasha the master can leath many things previously unknown to him Beginning at jut level, the Akasha master may designate any three cross-class skills as class skills.

Meditation: Beginning at 2nd level, the Akasha master can spend one round in meditation to receive a +3 ineight bonus to any Concentration or Intuit Direction check made the next round. This bonus increases to +5 at 6th level and to +7 at 10th level

Scry: Beginning at 3rd level the Akasha master can use the Scry skill on any other living Naga. The Akasha master gains a rank of Scry and may increase it normally. No mag.cal apparatus is required to apply Scry in this way.

Improved Akasha Use. Beginning at 4m reyel, the master of the Akasha gams at administral +1 bonus to any attack roll, skull theck, or saving throw when spending an Akasha (Void) point or to gain an additional +1 to his AC for one full round. The master may now spend 2 Akasha (Void) Points on a single attack to it skull check, or saving throw

Skill Duplication: The wisdom of all who have passed before is available for the master to access. By spending two Akasha. Void) points, the master may gain 4 ranks in any one skill for five rounds. This skill must be one that is normally available to members of the Naga race.

Spirit Thief: The ebb and flow of the world is open to the Akasha master. It the Akasha master is aware of an opponent within 50 feet he knows immediately when that opponent spends any Void or Akasha Points. The Akasha Master can unmediately spend an Akasha Point once per round to negate the effects of an opponent's Void or Akasha Point expenditure, the point is still spent, but it produces no effects). This ability does not function against apponents the Akasha master cannot see if the Akasha master is flatfooted, or if the Akasha Master himself has no Akasha Points remaining

Superior Akasha Use. Beginning at 8th level, the master gains an additional, +2 bonus to any attack roll, skill check, or saving throw when spending an Akasha. Vo.d., point, or to gain an additional +2 to his At. for one full round.

Feat Duplication By rapping into the power of the Akasha the master can accomplish great things, Beginning at 9th level, the master can spend five Akasha points and gain the use of one feat for three rounds. The master must meet all

prerequisites for this feat, and it must be a feat available to Naga. Use of this ability is a full round action

MASTERMIND

A powerful counter can make thans tremble with a whisper Al. in the Empire of Rokugan live only to serve the Emperor and one who wields the Emperor's favor can bring even the mightest samura, under his dominion.

While all courtiers are adept at manipulating politics to their advantage, a handful of individuals achieve a higher level of subtlety. These then and women can not only manipulate the courts to their advantage, but can also influence others with their powerful chansma. These powerful lords usually reade in Otosan Uchi and apply their influence at the Emperor's Winter-Courts Masters of psychology and human emotion, these individuals are forces to be reckoned even outside the perfumed hails where they concost their schemes. Their strings extend everywhere, and many would eagerly leap to their defense. A masterniand is never far from someone who owes him a favor. There is always a fileted nearby, or at least an indebted pawn who can be toosted into doing his bidding.

Courtiers, obviously, make execulent masterminds. Samural also ion this presuge class from time to time and rogues can see the advantages of having others at their beak and call Members of other classes farely have the influence, training, or inclination to become a master of leading others. Some masterminds turn their leadership skills to honorable purpose, directing them to lowers to combat handitry or work for the common good. Others use their allies for more dishonorable purposes, directing compact organized crime syndicates.

Examples of Masterminds in Legend of the Five Lings: Hantel Naseru Kazuta Ich.to. Shosuto Taberu Yorit omo Hogosha. Otomo Banu

Hit Die d6

STUENESIUDES

to qualify to become a mastermind, a character must hubble all the following criteria

Skills: Biuft: 12 ranks, Diplomacy: 12 ranks, Sense Morive. 12 ranks, Knowledge (Btiquette: 12 ranks.

Reats: Iron Wid, Versatile, Leadership, Skill Focus, Sonse

Motive, Diplomacy)

Special: The character must have some positical afflication with an Imperia. Family or clan (Great or Minor). Masters of this class may have enough power and diffuence to begin their own Minor Clans.

TABLE 1-21: THE MASTER OF THE AKASHA

	Base	Fort	Hof	10/50	
Level	Attack Bonies	Saye	Save	Save	Specia
lst	-I-O	+0	+2	+0	Cross-crass skills
2md	ή	+0	+3	+0	Med lation #3
3rd	+2	1	+3	± T.	Sury
449	+3	+1	4	∔ ∃	mproved Akasha Use
5th	+3	4-7	+4	7	Skill duplication
6th	ed.	+2	+5	2	Meditation +5
En	+5.	+2	+5	+2	Spirit thief
Sth	+6·	+2	-+€	+2	Superior Akasha Usc
904	+6	43	+6	+3	Feat duplication
1,0th	+7	48	47	+3	Maditation +7



TABLE 1-22: THE MASTERMIND

	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
1 _S †	+0	+0	÷0	+2	Leadership hop is + Temproved Cohort
2nd	41	+-0	4.0	+3	Favors
3rd	+1	+1	41	+31	Leadership borus +2, Skill borus +1
4th	+2	+1	+1	+4	Follower upgrade
5th	+2	+1	4-1	+14	Leadersh p bonus +3, Sk bonus +1
6th	+\$	+2	+2	+5	Pavors +5
7kh	+3	+2	+2	+5	Leadership borus +4, Skii bonus +1
Burn	+4	+2	+2	+6	Follower upgrade
9th	44	+3:	+3	+6	Leadership bonds +5, Sk. bonds +1
10kl ₁	+5	+3	+3	+7	Favors +10

CLASS SKILLS

The mastermind's class skills and the key ab lity for each skill gre Approise int), Buff Cha Dec pher Scr pt fint, exclusive skill, Diplomacy ha) torgery, or fustmer information (ha inniendo Wise. Int m date Knowledge Local Nordity and Roya ty Inth Listen Wish, Search Int Sense Morve ,W.s), Spot (Wis). (See the Penyers landoones for smill descriptions The Tea Ceremony skil is described to s book) Skill Points at Each Level.

TABLE 1-23: COMMUNITY MODIFIERS

Community Size	Population	Modifier	Example
Sma Farm's	20-80	1	Road's End Viage
Hamiet	8 400	Q	Nanash Mura
VI age	401 900	1	Friendly Traveler VI age
Smu town	901 1,000	2	C by of Monor a Sacrifice
Large town	2,001 5 000	+3	City of the Rich Frog
Sma city	\$ 001 12,000	+4	/ plence Ben and Court mess City
Large city	12,001 -25 000	+5	Ryoko Owar Tosh
Metropolis	25,001+	+6	Otosan Uch
a community of this	s size is referred to :	as a "Thorp"	in the Dungeon Master's Guide.'"

TABLE 1-24: PAYORS

DC .	Type of Favor	Gonds/Services	Retainer
Less than 25	None alla abte	apito libroria	dis levets (-1)
25	Minar	ир to 500 коки	1d4+1 iquets (2-5)
30	Standard	ыр to 1 000 кокы	(d6-1 levels (4-9)
35	Great	up to 2,000 koku	1d5+4 levels (5-12)
40	Exceptional	up to 5,000 koku	1d10+6 leve s (7-16)

CLASS FEATURES

6 + Int modifier

A. of the following are cases features of the mastermind prestigo class.

Weapon and Armor Proficiency: Masterminds gain no proficiency in any weapon or armor, Armor check pensities for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumbie

Leadership bonus: Masterminds gain a bonus to their Leulership store at first level and every other level meteafter (Leadership score is equal to character level + Cha bonus + montplers, See the DUNGEON MASTER'S Guide"). This bonus stacks with any bonus gained from the courtier character class. Like the courtier most followers of the mastermind are experts or warriors serving as guards, informants, or sycophants.

Improved cohort: At first leve, the mastermind gains the ability to arrange for an improved cobort. If at any time the mastermind's Leadership score would imply a nigher level cohort than the one currently that currently serves him, the mastermind may choose to dismiss his cohort and summon one of higher level without any detrimental effect to the mastermind's Leadership score. The new cohort's level may not equal or exceed the mastermind's level, and he gams experience at the normal rate for cohorts. An improved cohort can only be summoned if the mastermind submits a formal request to his family, and the cohort arrives in a reasonable amount of time

Favors. The mastermind operages an extensive web of favor eachunge, and starting at segmed level he may began to lake full advantage of this network. A Doji courtier in Violence Benind Courtiness City may owe a Scorpion in Ryoko Owan a favor, who owes the mastermind in turn. By taking some time to accumate himself to the political climate in a large city, the character may pull the actings and learn what favors are owed ham in that area. Use of his ability requires a least one Lay In a large city and a Charisma chack

The mastermind gains a +5 to his Favor roll at level six and another +5 at level ten You may also add a community modifier (adapted from ethe Direction Master's Guider') to the Favor roll as follows:

The favors table describes favors accumulated to terms of goods and services or retainers, the two most common types of favors damanded. Goods and services represents the maximum value of a gift or service performed to pay off the favor. (The gift is the choice of the giver, if the mestermind demands a specific gift divide the maximum value by half

Reteiner indicates the loan of a reteiner in the employ of one of the mastermind's allies. This retainer o'ns the master mind as an additional cohort for the duration of his time in the area. Like all cohorts, this new cohort earns a half share of experience and his lever earno, exceed the masteraniod's leve. If the collors dies while in the mastermand's services life usua, penalities for losing a cohort apply. The exact nature of the cohort is determined by the GM. If the courtier demands a retainer of a specific clan, class or gender, reduce the cohort's level by one pet demand, to a minimum of one.

The courtier may not demand a fayor from a given location. more than once per month, and may not demand more favors. per year than his Charisms modifier.



Skill Bonus: At that level and at every other level thereafter the mastertound games +1 bonus on skill checks to a skill of his choice. The same skill may be selected multiple times, but must be chosen from among the following skills, Bluff, Diplomacy, Sense Motive, Intimidate, Cather Information, and Innuendo.

Follower Upgrade: At fourth level, the masterment game a higher quality level of follower than usually provided by the leadership feat. He may dismiss a number of his followers equal to his Charisma modifier. These followers are replaced by an equal number of new followers from the countries claim, but these new followers may be from any character class allowed in the campaign. These new followers are of equal level to cause dismissed, and are beneforth treated as lesser conorts rather than followers (though they still count against the courtier's maximum number of followers). These cohorts gain a quarter share of experience any time they accompany the mastermind on his adventures.

At eighth level, the mastermind's cohort begins to earn a full share of experience, as if he were a normal character. The mastermind's lesser cohorts earn a half share of experience from here on. In addition, any follower of the mastermind of sixth level or above automatically learns the Leadership feet on his next opportunity, adding his own cohort and followers to the mastermind's already impressive following.

RATLING SHAMAN

Among the Nezumi race, none are so highly regarded as those with the power of magic. Nezumi shamans ("Kir") are invariably sorcerers. The lowest-level Nezumi sorcerers (those who have not yet schieved this prestige class) are called "conjugers" or "Repthik" among their people.

A shaman's Name, or sense of identity, it so strong that he can after his own perceptions of the world and expand those afterations outward, causing true changes in the world. Of course, with this sense of gress Name comes a strong sense of responsibility toward the Nexumi rect.

The shamans are the goardians of the Nezumi. They use their power to see the destiny of their kind, to see the dangers that tomorrow will bring, and to combat potential threats with their awesome magic. Occasionally, however, Ratling shamans (al. into traps of self-deception ("n-kich"), twisting their magic to evil purpose. It then falls to their fellow shamans to return their jost brother to the true path or, failing that to destroy him.

Only a shaman can pierce the wells of I'thick, the Newmi World of Dreams, without losing himself to sleep. There, the shaman care commune with the Transcendent, powerful Nexumi spurits composed of pure Name. If the shaman can truly master his magic, and survives long enough he can even become one of them.

Hit Die: d4.

マナルミルミないのミな

To qualify to become a shaman, a character must fultil, all this following criteria

Race: Nezumi

Skills: Concentration, 10 ranks, Knowledge (Artans); 10 ranks

Spells: Ability to cast third level arcane spells without preparation

Special. Must be visited in a dream by one of the Transcent dent

CLASS SKILLS

The Ratling shamon's class skills (and the key shility for each skill) are Alchemy (Int), Concentration (Gon). Craft (Int), Knowledge (all skills, taken individually) (Int), Perform (Cha), Profession (Wis). Sery (Int). Speckeraft (Int). (See the Player) Handbook" for skill descriptions.)

Skill Points at Each Level: 2 + Int modifier

Examples of Ratling Shamans in Legend of the Five Rings: Telik kir, Ipakak, Tikuku

CLASS FEATURES

All of the following are class features of the Rutling shaman presuge class.

Weapon and Armor Proficiency: Ratling shamans gain an additional proficiency in any weapons or armor. Armot check penalities for armor heavier than leather apply to the skills Balance, Climb. Escape Artist. Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Nameseeker (Su): At 1st level, the shaman is no longer a more comparer the has gained the rank of Kanchik, or Nameseeker. Once per day he may look into the spirit world and learn the True Name of any target he can sac. The target may make a Will save vs. DC 10 + the shaman's Chartema modifier + the shaman's level to resist the effect. A Rathing shaman can always recognize another Rathing shaman by making a Knowledge (Arcana) check vs. DC 10 + the other shaman's level. This is a supernetural ability.

Name Ability: At second, fourth, fifth, seventh, and e.g., ievel the Rarling abaman may select one ability from the following list

Bleeding — The shaman may enhance the results of his spells through citical bleeding. If he has a sharp instrument

TABLE 1-25. THE RATKING SHAMAN

MORE I	STATE OF PERSONS	S. ILT of talk by his			
	Base	Fort	Ref	10/500	
Level	Attack Gomes	Save	Save	Save	
198	+0	+0-	+2	+2	
2nd	+1	+0	+3	+3	
3rd	12	+1	+3	+3	
4th	+3	ıT	14	44	
5th	+3	41	14	44	
6th	+4	+2	+5	+5	
7(h	+5	+2	45	+5	
Sth	+6	+2	+6	-46	
914	+6	43	+6	+6	
Oth	+7	+3	+7	+7	

Special	Spells Per Day
Nameseelegr	+1 level of existing class
Name Ability	47 level of existing class
Namefinder	+1 level of custing class
Name Ability	+1 level of existing takes
Name Ability	+1 level of existing class
Namebroder	#1 level of existing class
Name A5r-ty	+1 level of existing class
Name Ability	+1 level of existing class
Nametoker	#1 level of existing class
Transcenden	+1 level of existing class

in hand, the shaman may inflict one point of damage on himself per level of the spell he is casting to increase his effective taste, level by one. The shaman does not need to make a Concentration theck to avoid disrupting his own spendage to this damage. While the shamans make frequent use of this ability, it if sturbs the sensibilities of many Rokugani shugenja. This ability may be used only once per spendast

Lon, are Irackster— The shaman gains a majing servent
we the Monster of Kabugan section page 207—This majing
loses none of its cowardly tendencies (it is unwilling to
fight in its master's defense, but it wall obey other com
mands and attempt to help the shaman to the best of its
ability. The shaman always knows his magnas True Marie.

Dance The shaman may enhance his spells through ritual
dance. He may add one hour to the casting time of any spell
to enhance that spell with dance. The results of the spell are
as if the shaman's easter level was increased by his Chausma
modifier.

 Important Transcendent— The shaman gains a strong thick to the Transcendent, gaining some inkling of the future through their eyes. He may learn and cast spens of the their Knowledge Domain as sorcerer spells of equivalent level.

• Mend Name The shaman learns how to restore broken names to their truest forms. He may earn and cast one cure spell from the erent spell list as if it were a sorcerer spell of equal level. This counts against the shaman's normal limit to Spells Known. This ability may be chosen multiple times each time the shaman gains a new spell.

• Named Weapon — The shaman may extend some of his name into a weapon. This weapon gains an enhancement bonus equal to one-half the shamans level, but only when used by the shaman. If the weapon is destroyed, the shaman loses 200 experience points. The shaman may have only one Named Weapon at a time. The shaman always knows his weapon's True Name.

 Share Name — The shainair may snare spells that normally only affect himself with any creature whose True Name he knows. Such spells immediately fade if the target creature moves more than five feet from the shaman

Spirit Sight — The shaman may automatically detect all creatures with the spirit or Shadowlands type modifier even if they are invisible or in another form. The shaman sees their time town, a incremposed over their content form.

Namefinder (Su): At 3rd level, the shaman gains the rank of Ferithik, or Namefinder Once per hour the shaman may attempt to locate any one object or cleature whose True Name he knows. This is effectively a weate object, for objects, or a locate creature (for creatures, opell with unumited range, cast at the shaman's caster level. This is a supermatural ability.

Namebinder Su? At 6th eve the shamar gains the rank of Jakenik, or Namebinder. Once per day he may attempt to possess any creature whose Irue Name he knows. This effect is identical to the maga far spell cast at the shamars castelevel, except the shaman needs no receptacle and the host's soul is suppressed while the shaman controls its body. The shaman may also change the True Name of any whiting creature or unartended object with a touch, thus protecting the creature or object from host le Name Magle. This is a supernatura, ability.



Nametaker (Su): At 9th level, the shaman gains the rank of A.nik, or Nametaker Once per year he may take the name of any target whose True Name he knows. The target still exists but no one remembers him except the caster. His family is now someone else's family. The deeds he accomplished are temembered as if someone else had done them. Those who were particularly close to the target will notice discrepancies. ("You say you saved my life at the Batt e of Be den Poss? No you didn't Maku Goher did. Wasta minute. I didn't men Matsu Coher till three months after that bathe What's going on?") This magic may not be undone except by a with or mi more. Use of this abiity costs the shaman one experience level, which may not be restored except through normal experience gain. The process of using this ability takes twenty four hours. A Will save vs. DC 10 + the shaman's Chansma modifier + the shaman's level. resists the offers and Spell Resistance applies normally. This is a supernatural ability.

Dream Forever. At tenth level the shaman becomes so numerely connected with the raw power of Name that he untocks the mysteries of the Transcendent, His type changes to 'oursider" He is no longer affected by spells which specifically target humanoids. As he is still a native creature, he may not be dismissed, but he may be banished (banished shamans always go to Yume-do, the Realm of Dreams). When the chaman dies, he will become one of the immortal guardian spirits of the Nezumi





SHADOULARDS

Many who enter the Shadowlands never serum. Those who do often find themselves hard-pressed to leave the experience behind them and return to their lives. Sometimes the horror of what they have seen changes them so much that they can never be who they were before they entered those dark lands. Scarred both physically and mentelly, these rare lew find thomselves forever changed, hardened into the deadlier of warriors.

Obviously, the majority of Shadowlands veterans are found among the Grab Clan. However, there are representatives of this group within veterally every claim, as the Great Claim often lead samutal to the Crab in defense of the Great Curpenter Wall. No matter their origin, however, veterans find themselves ourscized by Rokugani society, they are a sign that the Shadowlands exists, something that the vast majority of the Empire would like to forget

Despite the many drawbacks the Shadowlands veteran experiences, there are benefits to having endured the horizon they have witnessed. Their ordeal has granted them strength and speed beyond what they previously possessed, and the same aura of unease that defeats them in court lends them ettength in dealing with other warriors.

Hit die die

REQUIREMENTS

In qualify to become a Shadowlands veteran, a character must fulfill all the following criteria

Sass Attack Sonus: -7

Skills: Knowledge (Shodowlands): 4 ranks, Spots 4 ranks Feats: Iron Will, Void Use, Weapon Focus: Any one weapon. Special: The character must have been involved in at least one long term musion. 3 days or more into the Shadowards.

Note: Shagenja who attend this prestige class may later con in acto take levels of the shagenja class.

CLASS SKILLS

The Shadow ands veteran's class skills (and key ability for each rull) are Climb (Str), Heal (Wis), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge ,Shadowlands) (Int), Listen (Wis), Move Silently (Dex), Sense Mottve (Wis), Spot (Wis), and Wilderness Love (Wis), Skill Points at Each Level: 4 + Int Modifier.

Examples of Shadowlands veterans in Legand of the Five Rings Hirums Todon, Inchi Karasu, Agasha Mumoko, Moto Sono, Isawa Tacaka

CLASS FEATURES

The following are all class features of the Shadowlands veteran prestige class.

Wespon and Armor Proficiency, Shadowlands vete aus are proficient in all Simple and Martial weapons, and with Light, Medican, and Heavy armor They are not proficient with shockly. Armor check penalties for armor heavier than teather apply to the skills Basance, Climb, Escape Artist Hide, Jump, Move Silendy, Pick Pocket, and Tumble.

Grim Visage: A dark aura of mease surrounds the veteras at all times. Anyone around the veterast can sense death's touch upon him, and will be somewhat measy and even cowed around him. The veteran may add his level in this casis to at. Intimidate checks. For example, a level 4 Shadowlands veteran would receive +4 to any Intimidate check. In addition to any other bonuses he might normally receive.

Strength Boost (Su): The strain of veterans' experiences in the Shadowlands often leaves them stronger and hardier than they were before they entered. The veteran can, once per day, add an additional +4 to his Strength. This may be used an additional time each day when the veteran reaches the 3rd 6th, and 9th levels. This boost laws for a number of tounds equal to the veteran's class level plus 3. This is a superimoral ability.

Resist the Darkness (Su): Having struggled against the Shadowlands Taint, the veteran is determined never to fall to its dark embrace. The veteran receives a +3 circumstance bonus on all Forstude saves to resist the Taint. This is a supernatural shiltry.

Sense the Darkness (Bn): The vereran is attimed to the faul presence of Shadowlands creatures. By spending a Void point, the veteran may determine if any Shadowlands creatures are within 50 feet of him. This does not reveal their location, only their possence and general direction from the veteran. This is an extraordinary shiling.

Unchained Furys There is nothing that the veteran loather more than the spawn of the Dark Lord Beginning at 5th level, the veteran may make an additional attack of opportunity against any Shadowlands creature or person who possesses the Teint. The veteran gainst a second additional attack of opportunity when he reaches 10th level. These attacks of opportunity when he reaches 10th level. These attacks of opportunity use the veteran's highest attack bonds.

Survivalist Having survived the horrors of the Shadowlands, the veneran fears few wilderness threats. The veteran may take 20 on non-combar skill checks related to survival in the wilderness, even those that involve a penalty for failure. Unlike the normal rules for taking 101 this does not increase the amount of time required to perform the task

TABLE 1-25: THE SHADOWLANDS VETERAN

FC 1-FO	THE SHARAMER'S	and a market has			
	Base	Fort	Ref	Wile	
Level	Attack Bonus	Save	Sove	Save	Special
Tst	41	+2	+0	42	Grim Visuge Strength Boost 1/ds
2nd	+2	+3	40	43	Resist the Darkness
3rd	+3	+3	+1	43	Strength Boost 2/day
4th	4-0	44	+1	-4	Sense the Darkness
5th	+5	+4	+1	+4	Linchained Fury +1
6th	+6	45	+2	+5	Strength Boost 3/day
7 Ch	+7	+5	+Z	+5	Survivalist
8th	+3	+6	+2	÷6	Fear Aura
9th	+9	+6	+3	+6	Strength Boost 4/day
TOUR	+10	+7	+3	+7	Unchained Fury +2

Pear Aura (Ex). This ability operates as a free action, and functions as the fear speal Targets may make a Will save (DC 10 + the Shadowiands veterans Chansma modifier) to resist the effects. This affects only enemies within the veterans threatened area. This is an extraordinary going.

OLJIHS REROJSKE

Since the Kami Shinjo first led them beyond the boundaries of Rokugan, her people have possessed an unquenchable thirst to discover the unknown The Unicom are the only Rokugani who regularly done to explore the stronge

lands north and west of the Empire's borders. These hardy explorests often ride out alone despite the dangers of these untained lands, ready to over come any adversity and bring knowledge of their discoveries back to their discoveries.

The will to explore is strong even among those Unicolar who had helicelled in a lives within the Empire. Some Unicorn their strentions toward the wilds of the Shinomen, the Plains Above Ev., the rugged Sakitsu Mountains, or the wide fee Plains of their own territory. If an area within Rokugan has not yet been temed the brave explorers of the inflorm can be counted on to turn their attentions to it. The reputation of the Unicorn's cavalry explorers precedes them; those who wish to journey two unknown lands would be wise to have a Shinjo or Moto riding at their side.

Most explorers are rangers of the Shinjo family. A good number are fighters or samura, from the other Justota families. Occasionally, a Unicorn regue who has made too many enemies in civilized territories retires to the life of an explorer as well.

Hit Die dit.

REQUIREMENTS

To qualify to become a Shingo explorer, a character mass failful all the following criteria.

Base attack bonus: +5 Clan: Unicorn. Skills Handle Animal: 5 ranks, Intuit Direction: 5 ranks, Ride 5 ranks. Wilderness Lore: 5 ranks. Feats: Track

CLASS SKILLS

The Shinjo explorate class skills (and the key ability for each skill) are Animal Empathy (Cha), Climb (Str) Craft (Int), Handle Animal Cha), Head (Wis), Hide (Dex) Intent Direction (Wis), Jump (Str) Knowledge (Nature) (Int) Listen (Wis), Move Silently (Dex), Trofession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str., Use Rope (Dex), and Wideliness Lore (Wis) (Ser the Player) Has doook for skill appropriates.

Skill Points at Each Level: 4 + Int modifier

Examples of Shinjo Explorers in Legend of the Five Rings: Moto Yesugai Shinjo Rojin Shinjo Sancteina

CLASS FEATURES

An of the following are class features of the Shinjo explorer prestige class:

Weapon and Armor Proficiency
Shinjo Explorers are proficient in all
simple and martial weapons, and in light
and medit in atmor Armor check penaries for armor heavier than leather apply
to the skills Balance, Climb, Escape
Artist, Hide, Jump, Move Sciently, Pick
Pocket, and Tumble.

Shared Stride: At that level the Shinjo Explorer learns a complex rechnique in which the explorer and one of his trained beasts (usually a steed) move as one to their best advantage. Once per round as a free action, the explore, may make a skill check (DC 20). This is a Rode check for a steed, or a Handle Anima, check for a trained animal (must be within five feet of the explorer. If this check is successful the

explorer and anima, may use the better AC of the two for the following round

Animal Companion: The Shurjo Explorer gains an animal companion at first level. This part a war dog (use wolf statistics), falcon (use hawk

can be either a war dog (use wolf statistics), falcon (use hawk stats, or a Shinjo reced (use Light War Horse stars, This animal is identical to a normal animal of its type except that it gains +2 bit dice +4 Int, evasion (identical to the rogue ability), and an empethic link with the explorer up to a range

TABLE 1-27: THE SHINJO EXPLORER

	Easa	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
1st	+1	÷Z	+2	+0	Shared Stride, Anima: Companion
Znd	+2	+3	+3	+0	Way of the Land
3rd	+3	+3.	+3	+1	Absolute Direction
4th	+4	44	++1	+1	Way of the Land
5th	# 5	+4	+4	+1	Cai n Gear
6th	+6	45	+5	+2	Way of the Land
7th	+7	+5	+5	+2	Ahima Companión
8.h	+8	+5	+6	+2	Way of the Land
9th	4-3	+6.	446	+3	Ga , n Gear
10th	±1g	47	+7	+3	Way of the Land, Aprina Companion

Sheate Explorer



of one mile. The explorer cannot see through the animal's eyes, but each can find the other unestingly and communicate emotional states to one another. With training, the explorer can summon the animal to his side or command it empathically. Though this animal is a creature of nature, its special link to the explorer causes it to be treated as if it were a magical beast. The explorer may use Shared Stride with his animal companions at a range of up to fifteen feet.

At sorth level and tenth level the explorer gains another animal companion. All previous companions gain another +2 but dice, +1 Int, and improved evasion (identical to the regule ability this ability is only gained once per animal). If the explorer already possesses a Shinjo Steed, he may not summon a second steed. If an explorer's animal companion dies, he must wait a full year before replacing it. (The new animal has state and abilities equal to the lost animal.)

Way of the Land: This ability is gained at second level, and every other level thereafter (fourth, sinth, eight, and tenth). The explorer may choose one of two effects each time this ability is gained. He may either gain a +2 cittumstance bonts on all Wilderness and Intuit Direction checks, or he may gain a +8 regional bonus on Wilderness and Intuit Direction checks in a specific geographical area (any area fisted in the location guide). The +2 bonus may be chosen multiple times, and stacks with ixielf or with a +5 regional bonus. The +8 bonus applies to a different region each time it is gained.

Absolute Direction: This ability is gained at second level. The explorer instantly and automatically takes 10 on all forms Direction checks, and can take 20 on an Intuit Direction theck with a full round action.

Gaijin Gear: The explorer is skilled at making use of nausual equipment. At fifth and ninth level, the explorer gains one of the following. Heavy Armor Proficiency, Shield Proficiency, or an Exotic Weapon Proficiency of his choice. Weapons tend to be strange gasjin weapons (such as greatswords and slings) rather than Rokugani weapons.

SIEGEMASTER

Al. hush are students of worfere. It is simply part of who and what they are warriots in the sworn service of another Some, however, extend their study of battle beyond the mete mastery of martial weapons. They study tactics and strategy, the ebb and flow of victory upon the field of mass battle. These samuras become commanders of men, officers in the armies of the clan.

Within this subset of warmers exists another, smaller group of men. In the Crub Clan, certain students of warfare study the art of the siege, the defense and destruction of fortifications When war comes and the battle for territory tages, there are no tacticists more valued than the stegemesters.

Siegemasters are trained to recognize, defend and exploit structural weaknesses within fortifications. Given the proper men and equipment, there is no structure they cannot topple, no fortification they cannot defend. On the rare occasions when two equally matched stegemasters oppose one another on the battlefield, the confrontations often last for weeks of even months and sometimes and to a total stalemate.

Samura: are obviously the class who most often enter the ranks of the siegemasters. Other martially oriented classes are also suitable. While it is not impossible for shugenja of countiers to become siegemasters, it is extremely uncommon.

His die de

スミのいスミホミルT5

To qualify to become a stegemaster, a character must fulfil, an the following criteria.

Base Attack Bonus: 45

Clan: Crab.

Skills: Battle: 5 ranks, Craft (armorer or weaponsmith); §

Feats: Alertness, Endurance, Weapon Focus; Any one weapon.

CLASS SKILLS

The sagemester's class skills (and key ability for each skill, are Battle (Int), Craft (Int), Diplomacy (Cha), Disable Device (Int), Open Lock (Dex), Ride (Dex), Sense Motive (Int), and Spot (Wis). The Battle skill is described in this book.

Skill Points per Level 4 . Int modifier

Examples of siegemasters in Legend of the Five Rings: Kaiu Endo, Ikuma Gunjin, Kaiu Utsu, Bayush, Tomaru, Kaia Suman.

CLASS FEATURES

All of the following are class features of the suggenester prestige class:

Weapon and Armor Proficiency: The stege master is proficient with all Simple, Martial, and Stege weapons and with Light, Medium, and Heavy Armor. Armor check penatures for armor heaver than leather apply to the skills Batance. Climb, Escape Artist, Hide. Jump, Move Silently. Pick Pocket, and Tumble.

Leadership: At 1st level, the stegementer gains the Leadership feat if he does not already possess it

Command: At the 2nd level, the stegemester learns to inspire the troops under his command to achieve their full

TABLE 1-29. THE SIEGEWASTER

THE DIEGETRALE				
Rase	Fort	Wel	100	
Attack Bonus	Save	Save	Save	Special
+1	43	-41	+0	Leadership
+2	-3	-0	+0	Command +1
+3	+3	-1	+1	Leadership bonus +1
+4	+4	4.5	+1	Command ±2
+5	+4	+1	+1	Bonus Feat
+6	+5	- T	+2	Leadership bonus +2. Command +3
-7	+5	+2	+2	Bonus Feat
+8	-6	+2	+2	Command +4
+9	+6	+3	+3	Leadership bonos +3
+10	-7	+1	+3	Command +5
	+1 +2 +3 +4 +5 +6 -7 +8 +9	### ##################################	### ##################################	### ##################################

potential, By refraining from action and encouraging un individual or tital, under his command, the stegemaster may gian, mem an additional +1 bonus to any skill check or to any attack roal made with a stege weapon during that action. This bunus increases by an additional +1 every two levels thereafter. (4th, 6th 8th, and 1 ith.

Leadership Bonna' Reginning at the 3rd level, the stegemaster gams # +1 hontis to bie leadership level, equal to character level + Charisms modifier,. This higher level allows him to attract and command more sauled and experienced soutless. This bonus increases by an additional +1 every two svels thereafter (5th, 7th, and 9th). The stegemester's cohorts and followers are always rogues and experts trained in singecraft

Bonus Feat: At the 5th and 7th levels, the negenuster may select an add tions, feat from the following out Dodge, Great Fortifude, Improved Instative, Iron Will, Mounted Combat, Power Arrack, Skill Focus, Toughness, and Weapon Focus, The siegemasie, thus, theer all prerequisites for the feat selected These bonus fears are in adultion to the fears gained every 3 icyc_is,

THE STORM LEGIOR

For most of the Mantis Clan's long history, its finest warriors have been moreonories serving other class in order to enrich the clan's coffers. Their unorthodox fighting style was an anithown quantity on the battlefield often giving the Mantis' employers an edge over their foes. Throughout the centuries the men loading these merceneries have always been

members of the class Storm Legion.

The Manna Clan was founded by Kaimetsu-up, the son of the Crab Champion Oseno-Wo, during the dawn of the Empire. Kalmetsu-uo, whose mother was a Lion samurai-ko fund whose grandmother was the celestia. Dragon of Thunder), was an exemplary warrior who was overlooked as his father's heir to favor of another son horn of a getshall Taking with him only his mother and a few loya, guardemen, Karmetan-no retreated to the Islands of Spice and Silk and formed the first minor clan in the Empire the Mantis. Ever since that time the descendants of his personal guard have been inducted into the Storm Legion when they come of age.

The members of the Storm Legion are the commanders of the Mantis armies. They are loys, to their clan beyond question, and are among the most zealous samura, in the Empire When the Mantis were declared a Great Clan, the Storm Legion became the personal guard of Lord Yorkolno,

the Champion of the Mautis. Whenever the Mantis ford requires a trustworthy and dependable servant to complete a sensitive mission at it always a Storm Legiobnaire who is deployed.

Hit die die

Note: his prestige class is essentially an optional expanded version of the Mantis Mercenary presented in Oriental Adventurer." If you are using this presuge class in your campaign, the Mantis Mercenary should not be available as a seperate prestige class.

REQUIREMENTS

To qualify to become a member of the Storm Legion, a character must fulfill all the following criteria.

Base Attack Bonus +7

Cian. Manris

Skills: Belance: 6 rapks.

Foots Dodge Power Attack, Weapon Focus one of the following weapons chain, chijiriki jitte kama, kusari gama, nunchaku san spikomi-zuc. or topfa)

CLASS SKILLS

The storm legionneire's class skills (and key ability for each smally are Balance (Dex), Climb (Str), Craft (Int) Intim.date (Cha). Jump (Str.), Profession (Wis), Search (Int), Spot (Wis). and Swim (Str).

Skill Points per Level. 4 + Int modifier.

Examples of storm legionnaires in Legend of the Five Rings Yorkomo, Bayashi Alamasa, Yorkomo Yukue Yoritonio Kanbe Yoritomo Denkya, Yorkoma Kamoto.

CLASS FEATURES

All of the following are class features of the storm regionnaire prestige class.

Weapon and Armor Proficiency: The storm regionmate is proficient with the following peasant and exour weapons: cha a, car, irak. Jiwe, kama, kasari-gama, nunchaku, sai. shikomi-zue, slangham, and tonfa. They are also proficient with Light and Medium armor Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Stlently. Pick Pocket and Tumble.

Riding the Waves: Storm legionnaires gain a +5 competence honts to Balance checks made to keep their footing on an unsure storface, such as an uneven floor, ice, or a ship's deck in a storm,

Iwe-weapon Fighting: When wearing light or no armot, a storm legionnaire can fight with two weapons as it he had the feats Ambidexterity and Two-weapon Fighting. He loses this special bonus when fighting in medium or heavy armor, but not when Jping a double weapon (such as a kneart gama)

TABLE 7-29: THE STORM LEGIONNAIRE

arc i- wh-	Baco-	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Specja
1st	+1	+2	+ 0	+0	Riding the Wayes, two-weapon fighting
2nd	+2	+3	40	+0	and the state of the state of
3nd	+3:	+3	+1	4-7	Vaice of the Storm
4th	+4	+4	-e-T	41	Double attack +1d4
519	+5	44	41	+1	Yorkomo's Rolling Wave
6th	+6	+5	+2	+2	Double attack +2d4
7th	+7	#1	42	+2	Hand of Oseno-Wo
8th	+25	+6	e2	+2	Child of Osano Wo (Void bonus
21h	+9	+6	+-3	+3	Jouble attack +3d4
10th	÷10.	+7	+3	+3	Child of Osano-Wa (double Void)



Double Attack: The storm legionnaires specialize in attacking with multiple weapons, throwing their fee off-balance with the first stake, and leaving him open for the second Degianing at the 4th level, whenever the legionnaire attacks with a weapon in each hand during a single combar round he may add +1d4 to the damage of the second strike. This damage honus increases to +2d4 upon reaching the 6th level and +3d4 at 5th level.

Voice of the Storm: A storm legion naive of at least 3rd level can attend the power of Osano-Wo, the Fortune of Storms, and channe, it through his body for a moment. Once per day, the legionnaire can add his class, eve. as an enhancement bonus to his Strangth. Activating this power is a free action, and the power lasts for 1 round.

Yoritomo's Rolling Wave: Beginning at the 5th lovel, the storm legionnaire learns the unique bobbing motion invented by Yoritomo. When using the Dodge four, the legionnaire adds his Intelligence or Wisdom bonus (whichever is higher) to the dodge bonus to AC granted by the tear

Child of Osano-Wo: Calling apon the great power of his forefathets, the storm regionmatre is capable of great feats of physical strength. Beginning at the 7th level, the legionmatre may spend a Void point to add +5 to any attack rol. (as opposed to the normal +2). In addition, beginning at the 10th level the legionnaire may spend up an extra Void points per attack in this fashion.

THE SWORD

The Sword of Yoreu is one of many etemodate (ronin bands) that have formed throughout Rokugan. The brotherhood was formed over fifty years ago after the heroic rollin Yutsu Yaroshin rescued the young Hanter Soloni from the clatches of the Bloodspeakers. The Yoreu family are one of the few tonic families in the history of the Empire to be awarded an official name by the Emperor.

The brotherhood's purpose is threefold. Their primary duty is the honorable defense and maintenance of the Variable distinct of Otosan Unit the Imperia Lapital Their secondary duty is the defense of the helpless. The Yotsu earned their family name by protecting the infant son of the Hantel and battling the Bloodspeakers; they now see it as their obligation to uphoid the heroic tredition of their founder and battle the practicioners of make wherever they may be found. Third Swords of Yotsu are expected to seek our ronin whose spritts are kindred to their cause, and induct them into the brotherhood. The Swords of Yotsu are esteemed throughout the

Employ as Longrable and valurous summer. Even those who despise rouin respect the Swords.

There is more to the Yotsu than meets the eye, however, Yotsu Yateshin's grandfather was once an use zuent of the Dragon Clan, and left his clan to contemplate a riddle spokento him by Togashi. "When a man falls, he also rises. Remember this, and when ten thousand men have fallen to your name, you will join the stars in the Celestia. Heavens, and your place will be among the Fortunes."

This riddle drives the descendants and followers of Yaroshin to this day. Some believe that when ten thousand men have sworn feelty to the Yotsu, their line will meet its true destiny. Some believe that when ten thousand dishonorable fors perish in combat with the Swords of Yotsu, the riddle will be solved. Until the answer is revosled, the Swords of Yotsu walk a middle ground, inducting those touch they find worthy when possible and fig. ting are wicked in the meanting.

Samura, and rogues are the most likely individuals to join the Swords, though a handfu, of shugen; a have been notes among their numbers. One thing unifies membership in this otokodate — only those who have never known featry to a clan are allowed entry.

(More information about the origins of the Sword of Youse otokodate can be found in Way of the Worf for the Legend of the Five Rings Role-Playing Came.)

Hit Die dt2

己丁刀ミ永宮をいり起え

To qualify to become a sword of Yotsu, a character must fixfull a lithe following criteria

t lan: None; must be conin

Race: To date the members of the Swords of Yotsu have all been human, but there is no reason why an honorable Naga or Nezum! would not be accepted among them

Base attack bonus: 4

Alignment: Any non-evil.

Honor: At least one rank.

Skille: Knowledge (Lew): 4 ranks, Sense Motive: 4 ranks, Spot; 4 ranks.

Peace, Alereness, Expertise-

Special. The ranks must swear fealty to the Yotsu family and tune their name. A character who does not meet the rest of these criteria may swear fealty to the Sword of Yotsu-otokodate, but may not gain levels in this prestige class and be meets the criteria.

TABLE 1-30: THE SWORD OF YOTSU

MICE 1-30:	THE SMOKE OF LOISO				
	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Saye	Special
Jst	+1	+2	+2	+0.	Shelter the Blameless, Sword of Valsy
2nd	+2	+3	+3	+0	Weapon Focus
378	49	+3	+3	4×1	Blood of Yotsu #1
4th	+4	+4	44	4-1	Expertise bonus 41
5th	+5	+4	+4	+1	Superior Expertise
6th	+6	-5	+5	+2	Brood of Yotsu +2
7th	÷7	+5	+5	+2	Expertise borius +2
Sth	+8	+6	+6	+2	Weapon Specialization
Pth	+9	+6	+6	+3	Blood of Yots.) +3
10th	+10	+7	+7	+3	Expertise bonus +3 Hand of Yorks,

CLASS SKILLS

The Sword of Yousu's class skills fand the key abusty for each skil.) áré Climb , Str., Craft (Int), Diplomacy (Cha), Intimidate (Cha), Jump (Str). Knowledge (Law), Profession (Wis), Rade (Dex). Sense Motive (Wis), and Swim (Str). (See som rulebook 1 for skill descriptions.

Skill Points at Each Level: 2 + las modifier

Examples of Swords of Yotsu in Legend of the Five

Range Yotsu Seiki, Yotsu Seou, Yotsu Shoku.

CLASS FEATURES

All of the following are class features of the Sword of Yotsu prestige class.

Weapon and Armor Proficiency Swords of Yotsu are proficient in all simple and martial weapons. and as light and medians armor Armor check penaloes for armor heavier than leather apply to the skils Balance, Climb, Escape Artist, Hide, Jump, Move Stiently. Pick Pocket, and Tumble

Shelter the Blameless, At fust level the Sword of Youn gains this ability. When using the sid snother action (see cove rulebook I) to sugment an ally's AC their AC gains an additional circum stance bonus equal to the Sword of Yotsus Intel-tgence bonue, (Normally, aid another provides only a +2 bonue to en elly's AC)

Sword of Yoteu: All those who join the Sword of Yotsu are given a masterwork katana and da sho (if they do not already have one). While he keeps this daisho on his person the Sword of Youa can gain no points of Shadowlands Taint unless he actively uses make. The character also gains the samurai's ancestral daisho ability (see page 31). This ability functions as if his samuras leve, were equal to his Sword of Yorku level. If the character has samural levels, his Sword of Yotsu levels stack with his samutal levels for the purposes of the ancestral daisho abulty. If the Sword of Yount ever gains the Shadowlands Taint for any reason, he loses any ancestral da sho bonds that came as a result of this prestige class.

Weapon Focus: The Sword of Yorsa gains either Weapon Focus (karana) or Weapon Focus (wakizashi) for free at second leve1

Blood of Yotsu: the Sword of Yotse game this shifty at third level, the followers of Yotsu Yeroshin believe that those who fight at the side of their brothers share the strength of their brothers. If standing within filteen feer of at least one

other person who has sworn fealty to the Yotsu name, the Sword of Yotsu may gain a 41 bonus to either his melee attack rolls or his AC for the following round, so long as a fellow Sword remains within fifreen feet at all times. If the Sword's ady is an actual sibling (blood-related brother or sister) as well as a fellow Yorso, the bonus is increased by one. This bonus increases 10 +2 et sixth level, and +3 at ninth. A Sword of Yorsu can only gain this bonus once, no

> matter how many of his brothers and sixters are in range

Expertise Bonus: The Swords of Yorkii are masters of defense. At second level, the AL bonus provided when using Expertise (or Superior Expertise) is increased by one, tota. This means that it the Sword chooses to take a -4 attack penalty with Expertise, he gains a 15 bonus to his AC. The Sword may choose to take a 0 strack penalty and simply gain the Expertise bonus to his AC, so long as he follows the other rules and limitations for using Expertise. This bonus increases to +2 at severals level, and +3 at terth level

Superior Expertise. The Sword of Yotsu gains this feat (described in Oriental Adventures) for free at fifth level

Weapon Specialization: The Sword of Youru gains either Weapon Specialization (kataba) or Weapon Specialization (waktzash) for free at eighth level.

Hand of Yotsu. At tenth level the Sword of Yours is considered a construe. descendant of Yotsu Yatoshin, and is esteemed as an equal by the romin's true descendents. The Sword now has the right to

swear his fellow romin to the name of Yorsu, and induct others into this prestige class if they meet the criteria. If this ability is abused, the Sword

of Yousu prokodure may revoke it



TABLE 7- 37: THE BOUNTY HUNTER

	Base	Fort.	Ref	will	
Level	Attack Bonus	Save	Save	Save	Special
15!	+1	+2	+0	+0	Ranged Attack Bonus +1, Quick Shot
2nd	+2	13	10	+0	Increased Range
3rd	+3	+3	#1	+1	Ranged Attack Bonus (2
4th	4dr	44	+1	+1	Damage Bonus +d8
Stin .	+5	+4	+1	+]	Ranged Attack Bonus +3
614	+6	45	+2	+2	Increased Range
7th	+7	+5	+2	+2	Ranged Attack Bonus 44
Xth	+30	+6	+2	+2	Damage Bonus +d1D
9th	+9.	+6	+3	+3	Ranged Attack Bomis +5
10th	∌ 10	+7	+3	+3	The Arrow Knows the Way, ncreased Range



WASP BOURTY

Decades ago. a Lion maiden and a Scorpion lord went against the wishes of their respective cans to share their love of one another. Although they were tolerated for a time, when the Scorpion announced his mention to make their son his right ful heir the two claus united to destroy the regue lord and his mistress. Only their son Tsuruchi survived. Through cuming and diplomacy he gained the favor of the Emerald Champion and laid claim to his father's land as his two, forming the Wasp Clan in the process.

The Wasp Clan was a tiny clan based on the southern border of the Spine of the World Mountains. Born from the treachery of samurat, the Wasp lord Tsuruch, denounced bushido and the way of the sword in favor of the bow. See page 19th in Chapter 6 for more details. Sole y because of their dampos tremendous skill, all Wasp were granted the status of timerald Magistrates and commanded to hunt down criminals.

and fugitives throughout the Empire

Wasp Bounty Hunters do not follow the code of bushide as do other samural. They do not carry a daisho. They rely exclusively upon their how and their wits. They hunt criminals for the bounty upon their heads. There is very little they have in common with the samural of the great clans. The Wasp do, however, honor their word. When a Wasp makes a

promise, it will be fulfilled no matter the cost

The Wasp Clan joined Yoritomos Allance during the Clan War, remaining speadfast alites with the Mantis after the latter gained Great Clan status. Tsuruch, himself remained one of Yoritomo's lieutenants and pledged the Wasp to serve the Mantis Although Tsuruchi disappeared shortly before the Battle at Oblivion's Gate. his successors honored his memory by maintraining the Wasp's close ties to the Mantis. In recent months, the Wasp Clan has become the Tsuruch family of the Mantis Clan a fit th many young Wasp are reluctant to accept that die 18.

REQUIREMENTS

To qualify to become a Wasp Bounty Hunter, a character thist fulfil, all the following criteria

Base Attack Bonus: +6

Clan: Wasp (Tsumon-family of the Mantis

Skills. Cather Information. 4 ranks, Knowledge claws. 4 ranks

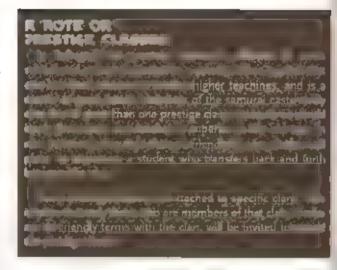
Feats: Weapon Proficiency bow Weapon Focus (bow,

CLASS SKILLS

The Wasp Bounty Hunters class shifts and key ability for each shift) are Bluff (Cha), Cather Information (Cha). Hide (Dex), Intimulate (Cha), Intuit Direction (Wis) Knowledge (Isw), Move Stently (Dex), Search Int). Sense Monve (Wis), Sport (Wis), and Wildetness Lore (Wis)

Skill Points per Level: 4 + Int modifier,

Examples of Wasp bounty hunters in Legend of the Five Rings: Tsuruch., Mukami, Ashinegabachi Ichiro, Tsuruchi Okeme



CLASS FEATURES

AL of the following are class features of the Wasp bounty hunter prestige class.

Weapon and Armor Proficiency Wasp bounty hunters are proficient with all Simple and Martial weapons as well as with Light armor Armor check penalties for armor heavier than seather apply to the skills Balance. Chmb, Escape Artist, Hide, Jump, Move Silently. Pick Pocket, and Tumble

Ranged Attack Bonus. Beginning at 1st level, the bounty hunter receives an additional +1 actack bonus that only applies to ranged actacks with a bow. This bonus is tumulative with other attack bonuses. This bonus increases by one every two

levels thereafter (3rd, 5th, 7th, and 9th reve,s).

Quick Shot: If the bounty hunter has an arrow readed when combat begins, he receives an Initiative bonus equal to his class level for the first round if he fires the bow during the first round. For example, a 3rd leve, Wasp bounty hunter would receive a +3 initiative bonus during the first round of combat if he had an arrow norked to fire when the combat began. After the first round your initiative total is lowered by 3. In the same manner as if you had held your action. (Though you may still take a full action in that round.)

Increased Range: The bounty hunter has mastered the art of the arcad shot, dramatically increasing the accurate tange of his arrows. Beginning at 2nd level, the bounty hunter may add 10 feet to the Range Increment of any bow This bounts is gained again at the 6th and 10th levels for a 1, tal of 30.

additional feet added onto the Runge Increment

Damage Bonus: True mastery of the bow means that a sarge ('s armor is oredevant. The bounty hunter knows the weak points of armor and can strike unprotected areas with deadly accuracy. Beginning at leve. 4. the bounty hunter gams a damage bonus of +1d8 on all shots within a weapon's standard Range Increment. This hopes increases to +1d10 at the 8th leve.

The Arrow Knows the Way. The bounty bunter has truly mastered the art of the bow, firing without thought. If the bounty hunter takes a full round to tocus his energy upon a single farger and then fires in a single fluid motion he may take 20 on the attack roll an action not normally allowed with attack tolls, the following tound. This cannot result in a critical hit. To store a critical hit the bounty hunter must roll as morma. This does not incir a time penalty as per the norma, rules for taking 20.



CHARTER TOOL

MAGIC OF ROKUGAR

n Rok igan there is a spirit in elevely ing it ing and dead good or evil Each stone, tree, waterfell, and weapon is inhabited by one or more of the minor elemental spirits called kami-(not to be confused with the Kemi the children of Sun and Moon who founded the claps). These spirits ere vaguely intelligent, able to specif with and obey those who have the gift of understanding them. Monks, benshin, and sodan-senzo all can communicate with the kami at least on a basic level, but the shugenja is the master of hearing and living with the kami

Magic in the Empire is a form of prayer and sorcery. There is no deep and scholarly science to magic beyond the simple ability to speak with the kaint. A shugenja's training starrs when the student learns how to hope his ability to call upon the kami. The channeling of the kami's power takes its tall on the shugenja's spirit, and limits the amount of times he can call upon such power hefore he must test As the shugenja grows in power, so does his ability to tall upon greater tasks of the kami, and more often

Casting supellies simple process for those who are able. The shugonja simply utters a prayer to the kami, beveaching them for aid, and speaking his commands. A spell usually requires an ofodo (a blessed scroll the prayer for the spell is written on) as a focus. The kami are easily pleased and amusely, and rately ignore the alsugenjas demands. The accepted view of shugenja as that the kami are not servants, but holy spirits that grant the wishes of the plous, such as themselves. However, there have been more than a few shugenja who are neither plous not very respectful of the kamit Being minor clemental spirits, the kamit hardly remember materatment at the hands of any

single shagenja. Those few kaml that do remember generally never see that shagenja again, for there are countless kami in the Empire. A shagenja that continuously abuses, his gift may attract the attention of the Fortunes, however and that is where trouble can begin for the rogue shagenja.

HIERARCHY OF THE SPIRITS

Every manches a muster, who in turn bows mis head to another lord. All things must even healty unswer to domething more powerful, until we all bow before Sun and Mood. Such is the Coustal Under.

- Miya Hatori

KAMI

Though they help to hold the material world together, the impimerable minor kami that inhabe Rokagatizer the least of the spirits that keep watch over the Empire. The least kami are shadowed by greater kami, who are simply more powerful, more intelligent brothers of the more common kami. Elemental spirits who are summoned into physical form tend to be of these greater kami, as are the pione powerful manifestations of elemental prage.

The greater kants on turn answer to the Oracles of the elements. These Oracles are the manifestation of the Elemental Dragons' power in Rokugan. There have been five Oracles since Lady Sun and Lord Moon lifted the Celestial Heavens away from the land of mortals and the Elemental Dragons chose to leave behind a "shadow soul" of their power. The Dragons, though mostly bound in the Celestian Heavens, can see through the eyes of their Oracles and bring their power forth through these vessels

Powers: The kami, greater and lesset, can be compared to the mortals of Rokugan. They are the most common spirits, and while powerful, they are hardly impressive. In the end, while the foundation for magic in the Empire, they are generally barmless and powerless on their own. They require an outside force (such as a shugenja or Fortune) to command them. Most kami can be summoned, questioned, or even impresented by a competent shugenja.

ORACLES

The Oracles themselves are both more and less than human. The spirit of the Oragon changes its host from time to the Oragon changes its host from time to the for reasons and in ways still not fully understood by ever shoenix scholars. However, the spirit remains large vunchanged even though the bost may be different TheOracles rest in remote sanctuaries that sometimes change but are always appropriate to the element each Oracle represents. For example, the Oracle of Farth has always resided in a tower made of vines weven tight enough to form the very walls and floors of the mover itself. This tower has constantly stood in the Iwilaght Mountains near the Oracle provinces. Reaching an Oracle for guidance is never an easy task, and is the subject of many plays, novels, and stories

The power of sharing a Dragon's soul has always proven too tracks for a mortal spirit. In the past, the Dragon's psyche has overcome the mortal mind, the host becoming nothing more than a shell for a Dragon's extension. The five most recent Oracles have diverged from this precedent, and have remined their mortal minds and desires in some form The most obvious example of this change is the current Oracle of the Void, cotturi Kaede. Shortly before the end of the Clan Wars. Isawa Kaede heard the call of her destroy as Oracle of the Void and disappeared. However, when the Living Darkness made its attempt to end the Empire, she returned to help guide her can and restore Emperor Toturi to his rightful self. The recwere married, and Karde lived for thirty more years as a mortal in the Empire. Shortly after Toturi's death, however the disappeared into the Yord, leaving the Empire upheaval. In contrast, Hiruma Osuno, the current Orace of Barth, is already forgetting his own mortal name and hispers. Perhaps this charge is not as permanent as it appeared at first

Another retent oddiny is the report of an "Orac e of Thunder," A millennium of Phoenix research has never uncovered an Oracle of Thunder, nor have the other Chacles spoken of its enstence. However, shortly before the Battle at Oblivions Gate, a handful of members from each Clan all spoke of being visited by such a being in their dreams. Later investigation showed that those same samural, money and shugenja were carried by the five Elemental Drugons to the Battle at Oblivion's Gate. If this it true, it raises questions about the emstence of an Oracle connected to the Celestia Drugon, and the possible Dark counterparts of the Oracles of Thunder and the Celestial Heavens

Powers: As the representation of a Dragon's power in "ac mortal world, Oracles are a force that should always be respected. Though none are sure where the Dark Oracles draw their power from, they are as anglity as their counterparts. Oracles have undone the souls of offensive mortals with a simple gesture in the past, and would not besitate to do so THE ORACLES!

The formula for the Desire of the Craims of

again if they felt threstened. For all their power, however they are bound by the Celestial Order just like everything else Oracles, when encountered, can be asked a single question. Each Oracle must answer a question for a mortal when asked, but only once. Often the Oracle itself does not know the answer until the question is asked, and the Dragons soul provides the information as the Oracle speaks it. Many have attempted to seek out all the Oracles, to goar guadance from each that he task is monumental. Also, an Oracle cannot meddle directly in the affairs of mortals except in self-defense when the Dark Oracles are mpt to harass the Light Oracles, they generally do so through intermediaties. The Oracles power is nearly limitless against mortal beings. Attracting their anger is stiride, plain and simple

FORTURES ARD DRAGORS

Above the Otackes are the lesser Furtunes. There are hundreds of these names gods, patrons of certain aspects of life or the world such as roads, joy, households, windows, contentment and so on. The lesser Fortunes do not interact with the world of nortals nearly as frequently as the elementa, kains or even the Oracles. These Fortunes are sometimes mortals elevated to divine status by agreement between the Celestia. Heavens and the Emperor (who is the head of the Shintso religion), Chano-Wo is an example of how a mortal can ruse to the status of a Fortune, but his power is much more impressive than the mythod lesser Fortunes.

The second most powerful inhabitants of the Celestia. Heavens and Rokugan are the Dragons and Fortunes the Seven Fortunes are gods and patrons of seven of the most important aspects of life. The Dragons each teptesent a fundamental part of the universe, The five Elemental Dragons each command the aspects of Air Earth, Fire, Water and the Void. The two remaining Dragons are the Thunder and Celestial Dragons. The Thunder Dragon represents the force not only of the storm, but also of the human spirit and



courage The Colestial Dragon is charged with the stewardship of the Colestia. Heavens, both ensuring the Order is secure in Rokugan and the Heavens, and carrying worthy mortals to the Heavens. When a mortal becomes a Fortune if is this Dragon that carries the soul to its new home.

The reports of a Jade Dragon can actually be attributed to an espect of the Fortune of Strength, Bishamon, Like many Celestial beings, the Fortunes often appear as either humans with otherworldly features (such as stars for eyes or fire instead of hair), or as a Dragon, The most famous example is Osano-Wo, who was originally the son of the Kami Hida and he Thunder Dragon. Osano-Wo has since ascended to the piace of the Fortune of Fire and Thunder, and occasionally appears in portems and dreams as a great diagon dencing among the lightning and thunder of a terrible storm. Utaike dragons, however, the Fortunes are generally prayed to and asked for guidance. Fortunes keep no Oracles like their Celestral brethren, instead choosing to work their will in a more direct manner when it suits them. Like many in the riegvens, the Fortupes are generally correpassionate but fickle Sometimes incurring the weath of a Fortune can be an easy

thing, while other times the Fortunes simply do not seem to

ture how much they are affronted. However, no matter the

reason, when a Fortune is roused to anger, their wrath is often

The Five

Elemensal

Rings

swift and terrible. Powers Nothing can compare to the might of a Fortune or Dragon, except a more powerful Fortune or Dragon, or the Sun and Moon. Where the Oracles are bound to act in a certain way within the Order, these beings are not However the Dragons and Formers are fond of mankind, and do not express heir ange on a whim his only All the territying power tha an iracle possesses is just a shadow of what a true Dragon is capable of a power marched by the Fortunes as well They cannot be bermed by means comprehensible to mortals but that does not mean they will take a harmless affront lightly.

JOOR DIA JUS

The mass powerful beings of the Heavens are Sun and Moon. In the past thirty years, both have been replaced by mortals the man once known as Hida Yakamo is Lord Sun and the samurat to Mirumoto Hitomi is Lady Moon. "best two figures do not take much of an active role in the life or magic of Rokugan, but they are still venerated and feared."

Powers. These are the prima, forces that have created everything. If stracking an Oracle is suicide, provoking the enger of Sun and Moon is both suicide and insanity. Like all things, however, it is possible to end the existence of such takings. M rumoto Hitomi boistered by the power of the Diagon Kam. Togashi, the Hand of Lord Moon, and a sword made from Lord Moon's own bone, was able to defeat the First Moon. Of course, the First Moon, had also split his power in half to attempt to destroy Hitomi and end the existence of Toturi the First. When you feel as if your characters are on par with such power, feel free to call down the Heavens.

RITUAL MAGIC

In Rokugan, there are no spells Instead shugen, a rec te prayers to the Fortunes. These prayers, if recited properly, result in the intervention of the kaint, elemental spirits who perform the function asked of them by the shugenja, thus achieving a predetermined effect. In essence, the shugenja uses his own spiritual energy to both request and demand the service of the elements themselves. For those who have the training, this means that multiple shugenja can focus their energies on a single prayer, thereby increasing the effect produced by the kaint who answer the prayer. This is known as ritual masse.

On the surface, the premise of thush tragic is very simple, multiple shogenja recite the same prayer at the same time to produce a larger and more powerful effect. In reality, however, t is considerably more complicated. Multiple shugenja the ting the same prayer at the same time would only produce multiple effects rather than a larger single effect. Shugenja must be trained to focus their energies together than a single prayer. Attempting to do so without proper training can result at best in the equandering of the shugenjab energy and at

worst in a catastrophic failure of the type that can cause significant magica, back, seh to the abagenja in question

When casting ritual magte, the casters involved must first possess the feat Ritual Magle (see Chapter One, page 53). The participants must select the lead shugenja the individual who will be

leading the effort. This will always be
the strucker and the time est even in
the group set reading the riveal.
The kami summoned by the prayer
sense the most powerful shugenja
in their midst and will flock to him.
In the event of shugenja of equal leve.

being involved in the casting, the group may choose who the lead caster will be The lead chugonja in any ritual must be able to cast the spell in quastion as if it were three sevels higher. The lead

shugenja may use additions, metamagic feate to augment the spe, it effect, but other cooperaing shugenja cannot.

Whenever a specil is cast as a ritual, the casting time is automatically doubled in addition to the normal casting time required for a shugens to use a metamagic feat. Any spell that does not already possess the components Verbal and Somatic adds those requirements as part of the titual. Material component requirements must be supplied by each participant which can dramatically increase the expense of the spell When several shugens cast a single spell, however, the effects of the spell increase considerably. For each shugens beyond the first participating in the titual, you may improve the spell in one of the following ways:

Increase the timed duration of a spell by a single increment
i.e. from 1 minute/level to 2 minutes/level, from 5 minutes/level to 6 minutes/level etc., Spells with a duration of
Instantaneous or Permanent cannot have their durations
changed via nitual magic.

Increase the damage of a spell by one die (i.e. from 4de to 5d6.
 1d10 to 4d10, etc.). This can increase the damage of a spell beyond its normal maximum, although no ritual spell may ever exceed twice its normal maximum damage rating



Increase the DC of the save against the speal by 2.

Increase the effective caster level for the spell by 2.

Each additional shagenja's bonus may be applied to a

different spell improvement

Example: If five shugenja are casting a single spell (thereby granting four improvements to the spell), the spell could increase its duration by one increment, add two additional dice of damage and increase the ER of the same against the spell by ?

SECRET LORE

The elemental magic of the kami, the dark power of maho, and the cullightened arts of killio are the most recognized forms of magic, but they are nor the only magic known in the Empire A variety of secret magical arts are also practiced. A number of feats are described in this section rather than in the Spells and Magic section, as their use should be relatively rate. A player must always get the DM's permission before learning a Secret Lore feat.

BLOOD MAGIC

Though blood magic is often synonymous with make; the two are not entirely interchangeable. Before the fall, of the Kami, the Isawa practiced a form of blood magic that drew upon the putity of one's own spirit, using blood as a focus. The unicorn returned from the Burning Sauds with a similar form of magic.

Despite the purity of this style of blood magic, Fu Leng's tal. fainted the use of blood as a magica, focus in general, causing

pure blood magic to fall into theuse

TURE BLOOD MAGIC (METAMAGIC SECRET LORE FEAT)

You know the secrets of pure blood magic, unrainted by the Shadowlands. You may use your own blood as a focus for magical power.

Clair: Phoenix and Unscorn

Prerequisite: The ability to cast thrine spells as a shugenja Benefit: You may draw upon your own blood (never the blood of others) to cast your magic. If you have a slashing weapon in hand (such as a limite, you may inflict an amount of damage equal to the spell's level upon yourself during casting in order to increase the effect of the spell. (You do not need to make a Concentration check to maintain the spell when damaging yourself). You may choose either to increase the save DG by two, or increase your effective easter level by one

Special. Each point of damage inflicted when using this feat has a 1% chance of attracting the attention of a kensen see

the New Monsiers section)

SHADOW MAGIC

Tejins is a strange form of magic discovered by Shosare during her escape from the Shadowlands. By making a deal with the Lying Darkness, Shosare captured a bit of that strange being's power. For centuries, the Soshi family hamessed the power of Darkness through kage yakin ("shadow brands"). Many of the Scorpson Clans most infamous ninja bore these brands, allowing them to pass unseen and unheard.

Over two decades ago, the Lying Darkness embatked upon its great campaign to unmake the Empire, rulminating with the great bathe at Oblivion's Cafe. Though the Shadow was named and many of its manions destroyed, some lingering traces of shadow remain. The Soshi have continued to experiment with the kage yakun, but with extreme care. If appeared that the Lying Darkness were returning, or seizing control of branded agents, the Scorpson would aid, their test at bjects without mercy.

Iromically, there is a small school of alusion magic practiced by the Shiba which is also named Tijina. The similarity of

name is apparently a linguistic coincidence.

KAGE YAKHR ISECRET LURE FERTI

You have been marked with a shadow brand.

Clant Scorpton

Benefit You suffer no movement penalties when attempting to remain hidden in areas with dim lighting or darkness. If you use Bluft to create a diversion to hide (see Player's Handbook, page 69) you suffer no penalty to your Hide check, your movement penalties to Move Silently checks in areas of dimaghting or darkness are reduced by five. Hide and Move Silently are class skills for you.

Special: If your shadow brand is exposed to sunlight, you take one point of damage per round until it is covered. You may not take the Depths of the Void feat and may not take

this feat if you already possess Depths of the Votd

If you begin behaving erratically or displaying any signs of the Lying Darkness' control, your Soshi masters will kill you

TATTOO MAGIC

In the lands of the Dragon, the secret order of its zum have exercised the will of Togashi for generations. Even after the death of the Kami Togashi, the its zumi serve him still. Once, the its zumi were tattooed with the Kami's mystic blood. In more recent times, Togashi's son Hoshi, has assumed this tole, A handful of Togashi, family members have even developed tattoos spontaneously. Some thromi family members have been born with mystic tattoos already in place, he reason bebind this is unknown, perhaps it is yet another mystery of the Dragon.

Any inkyo or monk from the Hitomi or Togashi family can select the tattoos described in the Oriental Adventures. Tattoped Monk presinge class as if they were kind feats. However, the character must select the Void Use feat before choosing any tattoos, and may not have more tattoos than his maximum Void Points. The level requirements (of those rattoos which have them) become character level requirements for

monks and inkyo, and are increased by five

ARCESTOR MAGIC

Once, a proud race of creatures known as know rouned across the plains of Rokugan. These cut like hunters possessed a deep understanding of the Spirit Realms, and practiced a magic as potent as that of Rokugam shugenja. Unfortunately, to the eyes of mankind they appeared nothing more than brasts. As the Empire expanded, it fell to Akode to exterminate these creatures. In the end, Akodo recognized the kitsus intelligence and showed them merry. Monetheless their race began to dwintle.

In the end, the last of the kitsu were given human form by Amaterasu. These became the founders of the Kitsu family the Kitsu still possess the magic of their majestic ancestors. The Kitsu ancestor feat presented in Oriental Adventures²⁰) defely illustrates the Kitsu ability to sense spirits. Their ability to communicate with spirits is illustrated by the following feat



KITSU BLOOD ISECRET LORE FEATS

You can communicate with denizens of other Spirit Realma. Clan. Lion

Prerequisite: Must be a shugenya, a member of the Kusu family, and attend the Kitsu shugenya school.

Bettefit: You may mentally speak to any spurit creature (including gnosts, amunal spurits, ont, shuyo, and gaki) within 100 ft. radius as if you know their language. Once per week, you may perform an augury (with no need of material components, by visiting an ancestral shrine and importuning the shuryo for advice.

REISHODO

A strange magic imported to Rokagan by the wandering Unition, Meishodo draws heavily again the power of names. The lucht believe each thing that exists possesses a perfect name. By discovering the name of the magic you wish to use, you may invoke it Inscribing this perfect name upon an object allows you to focus upon it, and draw forth the power of the magic, the art of crafting meishodo is grueling, and in some ways less potent than normal Rokugant magic, but the Inchi are expects in the craft.

MEISHODO MIEM CREATION SECRET LORE FEATI

You are adept at Unicorn name magic, allowing you to craft and use metshodo amulets.

Class Utmoore

Prerequisite: Shugenp level 5th+

Benefit: You can create a membodo amulet of any spell of 5th level or lower that you know Crafting an amulet takes 1 day for each 1,000 gp in its base pasce. The base price of a metshodo amulet is its caster level multiplied by the spell level (modified for metamagus feats) multiplied by 150 koku (0-acvel spells count as ¼ level). To craft a meishodo amulet, you must spend ½ of this base price in XP and use up raw materials costing half of this base price.

In addition this feat allows you to use any meishodo anidess you find as per the normal rules for using meishodo

CREATING MEISHODO

Creating a meishodo requires access to a small supply of mananals. The most common are glass, jade, gems, precious metals, feathers, leather, and linen. The cost of the materials is denoted in the price of the amulet, and the materials are consumed during item creation. You must also have any material components or foc, of the spell on hand. Material components are also consumed during item creation. If the spell has an XP cost, that cost is added to the XP cost of the meishodo.

A meishodo amulet is always created for a specific spell, with specific metamagic feats inherently attached. This spell carnot have a base level greater than 5th. However, you may create metshodo that ottlize any metamagic feats you know, increasing the base level to any spell level you can currently cast. Unlike normal item creation feats, meushodo amulets always cast the spell at the lowest possible caster level (ignoring metamagic beats)

Speak with a casting time greater than ten minutes cannot be made into meishodo.

TABLE 2-1. MEISHOUD CREATION COSTS

Spell level	Market Cost	Creation Cost	XP Cost
1st	150 koku	75 koku	6
2nd	1,200 leaka	600 koku	48
3rd	2 700 keku	1,350 koku	108
480	4 800 Poku	2 400 koku	192
Sth	1 500 kaku	3 750 koku	300
~64h	10 800 ke ku	\$ 400 koku	432
4764	14 700 koku	7 350 koku	588
#Sth	19 _00 rots	9 of loke	76E
*9th	24,300 koku	12,150 kaku	972

*Spells of higher than 5th level cannot be made into meishodo. However, metamagic feats can cause a meishodo's effective spell level to be greater than five

USING MEISHODO

Activating a meishodo is a standard action that does not draw attacks of opportunity. Saving throws vs. meishodo effects are DC 10 + the base level of the spell + the ability bonus of the minimum ability score needed to cast the base level of the spell. The caster level of a meishodo is always the minimum caster level of the spell's base level.

A mushodo user must have the Meixhodo feat and expend a spell slot equal to the spell level of the meixhodo (including metumagic feats). The user of the item need not acrually know the spell or metumagic feats used to create in the amulet and be needs no focus or material components with costs less than one looky (MP components are expended normally). The cast ang time of a meishodo amulet is always 1 action.

Meishodo do not count against the maximum number of magic items worn. They must be held in hand to be used. Most meishodo users tie their amulets to wristbands, neckiaces, headdresses, or shoulder mandes. Meishodo worn in such a manner may be readed with a free action

Example Floriush Shom-Zhe wither to craft a metshodo of path to inner peace II (cane moderate wounds). The spell is a second level shugewip spell that heads 2dt + 1/level (max +10) hit points of damage. Shom-Zhe also unshes to Maximize this spell. Maximize spell exhausts a spell slot three levels higher than normal, so Shom-Zhe must create his meishodo as if it were a 5th level amulet. Shom-Zhe must spend at least four days, 3,750 holis, and 300 KP on the amulet. Each day during the amulet's creation, he must expend one fifth level spell slot toward the item's completion. When the time, money, and XP are fully expended the new meishodo is ready for use. Using the meishodo expends a fifth level spell slot as a standard action, drawing no attacks of opportunity, and heals 20 hit points (2d8 + 4, Maximized).

TSARGUSURI

The secrets of trangusaria fetishes are the Crane's alone. The clan makes one thing consistently clear the Crane never use trangusuri to harm another being. To do so attracts kansen and invites corruption. Arabina Yajinden, servent of Inchiban and forger of the infamous Bloodswords, is the most promuent example of a Asabina craftsman gone horribly astray.

The following is an adapted version of the Craft Talisman feat from Oriental Adventures." To portray a more accurate depiction of Rokugan, this feat should be restricted to Crane shugenia only.

Activating a talisman is a standard action that draws no attack of opportunity and requires no spell casting ability.

CRAFT TSARGUSURI (SECRET LORE ITEM CREATION PERTI

You can create enegical ferishes, single-use magical stems that hold spells until inggered

Clam Crane

Prerequisite: In: 13+, appropriate traffickell, shugenja level

Benefit: You can create trangurum, one use magical ralisment, trabuing them with the power of any spell you know that is 3rd level or lower. You must provide any material components or foci the spell requires. If casting the spell would reduce your XP total, this cost is added to the XP cost of making the talaman. Likewise, material cumponents are consumed during stem creation.

The tallsman has a base price of the spell level cames the easter level times 50 koku (0-level speak count as // level). You must spend // to fithe base price in XP and use up taw materials costing half this price. A talisman's market value equals its base price though of course no shingenja would be so dishonorable as to sell his magic for dirty koku.

Special: Any trangulari that casts a spell inflicting hit point or ability score damage has a 10% chance of attracting a kansen per point of damage inflicted. Subdual damage is ignored for the purposes of attracting kansen.

TAIRT BIRDIRG

From their towers deep in the heart of the Kuni Waster, the Kuni have emessed a wealth of knowledge regarding the Shadowlands. Though many question the fiendish experiments they perpetrate upon Tainted captives, the results are undeniable. The Kuni have mastered the art of neutralizing those who beat the Taint. The greatest among them can bring even the spawn of Oni Lords to beel.

It should be noted that though this is technically Secret Lore, the Kuni make no efforts in keep their teachings secret. However, before they share their knowledge a potential windent must demonstrate the sincerity of their hatted for the Shadowlands, effectively requiring a non-Crab to take the Multiple Schools (Crab) feat to prove themselves.

TAIRT BIRDING ISSCRET LORE TECHNIQUES

You are adopt at warding off the minions of Fo Leng Clant Crab

Prerequisite: Shr genta level 4th+

Benefit: You may turn Shadowlands Lainted creatures at if they were undead if you present a piece of unturned jade or crys

tal as a focus (See the Player's Handbook!")

You must expend a spell slot (as if you had cast a spell for the day) to use this shility. Your turning check is equal to 1d20 4 the spell level expended. Your turning damage is equal to 2d6—your shugenja level + the spell level expended. If your turning check indicates that the Tainted subjects would be destroyed, they instead take 1d8 damage per level of the spell slot expended. If assisting the caster of a binding spell, you may expend a spell slot instead of casting suggestion to assist the caster (See the Player's Handbook*)

Special. The effects of this fear are considered a supernatural ability.

VOID MAGIC

Though all class recognize the existence of Void as one of the Elemental Rings, only the Phoenix possess the deep understanding of nothingness required to utilize Void Magic The most powerful masters of Void are known as ishiken, and possess a powerful master of tolders talent and interes training

See the Void Disciple prestige class in Oriental Adventures¹⁰ for more information on ishiken, and the new Void Spells later in this chapter. The following feat illustrates a more subtle mastery of Void than the new power of the Void Disciple

ISHIK ER-DO ISECRET LORE TECHNIQUE

You are an ishiken The power of the Void runs through your veins.

Clam Phoents

Proraquisite: Shugents level 1, Void Use Benefit: You may use and learn Void spells. If you choose to enter the Void Disciple prestige class (see Oriental Adventures**) you may ignore one of the feat criteria (either Heighten Spell or Spell Peneration) needed to enter

Special: This feat may only be selected at first level.

THE BLACK

Let the courage of the Seven Thunders remedy this corruption

Let the truth of our purpose stand as a citadel against the night

Let our soul's wind rise and muff the flames of Jigoku, Let our munds be unclouded, may Tengoku be our light.

As the oceans shift, we shall adupt to suge our fee.

And we handen our hearts agains, the touch of despote

As the touch of the Dark One reaches for our souls.

And let Neath Son the Fallen One, be taken unaware. A terrible oath I now make to bind the darkness A soul's sacrifice to purge the horrors from our land The doom of Pa Leng is upon us.

Let the time of redemption be note at hand

-Innway final spel

Black Wind From the Sou.
Oark Divination
Shapeshifting.
Touch of Despail.
Touch of Fu Leng
Return of the Fallen Lord.
A Terrible Oath
The Walking Horror of Fu Leng
Doom of Fu Leng
The Spell Which Has No Name

They are spells of legend, dark prayers to the heart of J.gok... which should not be answered. They are the Twelve Black Scrolls



The Black Scrolis were once possessions of Isawa, simple spells of the pure blood magic, The Phoenix Thunder carried them on his journey to the Shadowlands, and used them to bind Fu Leng's son! When Isawa was slain, the Scorpion hunder Shosuro took the acrolls and escaped. For centures, the Scorpion guarded the Scrolis, custodians of Fu Leng's prison.

Over the centuries, Fu Leng perverted the pure magic of Isawa into spells more powerful than mere make. Each of the Twelve contains nearly godike power, and each is fully capable of communicating this fect to any shugenja nearby. The Setolls are objects of temptation, corrupted to seduce mortals

into reteasing Fu Leng

During the Clan War, the Black Scrolls were opened, most by the transcrous Yogo Junze, a Scorpton shagers a driven completely mad by their power. At his command, the Wasting Disease spread across Bokugan. An Iron Citadel rose in the Shadowlands. The Walking Horror of Fu Leng was released After Fu Leng's defeat, the Scrolls faded into history. Many members of the Scorpion and Phoenix claim that they were borned after the Day of Thunder.

No one knows for sure

SPELLS AND MAGIC

Magic holds a special place in the culture of Rokugan. Though shagening competings uses their magic to supplement a clarisquent for knowledge of industry superiority, they are holy men first and foremost. Only those with a deep understanding and devout respect for the kemt are able to practice elemental magic. This, however, does not preclude the occasional lawless or amoral shugenia. The kami operate on a different level of consciousness and morality than do mortals, and care very little for human, aw. So long as a mortal shugenia pays the proper respect to the spirits, they will readily lend their aid.

RESURRECTION (VARIANT)

The \$10 System* is designed to incorporate such spells as mise dead, resurrection, true resurrection, and wall bind. With this in mind, spell lists in Oriental Adventures* incorporate these spells. However, in the cultural environment of Rokugan these spells are inappropriate. A mortal who returns from death through the use of magic has defied both the khatmic cycle and the Calestia. Order, This sort of magic is exclusively the domain of maho.

One exception to this rule is runcarnate. This spell does not dely the Celestial Order, but simply accelerates the zetuen of a .ost soul in a new form. A Rokugani variant of remearnate,

sharma, is ilsted in the new spells section.

If you wish portray a more accurate depiction of Rokugani magic in your campaign, you will need to remove spells which return the dead to the from the Kitsu School spell list, and replace them with the following spells from the Player's Handbook. These spells are treated as Water spells when Kitsu cast them, but are otherwise unchanged

TABLE 2-2. REPLACEMENT KITSU SPELLS

Oriental Adventures Spell

Replace With

true resurrection (Shu9)

ostral projection

ZOKUGARI SPELL RAMES

(PAZIART)

Spells in Rokugan are not referred to by the same names at those used in other campaign settings. The following spell list includes Rokugani names for all spells. The Rokugani name is listed first, with the Player's Handbook* name in parentheses directly after. Save for the addition of new spells found in this book, these spell lists are otherwise unchanged.

Note that some of these spells are numbered for purely mechanical reasons. A shugenja speaking in character would never refer to his spell as "path to inner peace III." To him, it would simply be "path to inner peace." Since several different versions of the spell exist, all with varying levels of power numbers have been added to the names to help differentiate one from another when speaking out of character.

ALJEPUHS STELLS

Spells marked with an asterisk (*) are described in this book Spells marked with a dagger (†) are described in Orientas Adventures.** All other spells are described in the Player's Handbook.**

ALVEDAHS TEASTO (ILOUI) STIELS

Air Crow's Vision (Knew Direction). You discern north.
Kami's Unidance (Guidance). +1 on one roll, throw,
occbeck

Scun the Mind (Date) Creature loses next action Whispers on the Wind (Chort Sound). Figment aounds.

Earth Call Borth Creates 2-5 small stones

Hands of Clay* Caster may grab or walk on earthy authors as mider dimb.

Fires From the Forge (Mending), Makes minor repairs on an object.

Kami's Hand (Mege Hand), 5-pound telekinesis.
Kami's Protection (Resistance), Subject gams +1 on saving throws

Virrue. Subject gains I temporary hp.

Agasha's Touch* Heats object for one minute/level.

Call Fire* Create small spark or fire.

Duncing Lights. Figment torches or other lights. Isawa's Bye (Flow). Dazzles one creature (-1 attack). Jude Touch (Disrupt Undead). Deals 1 de damage to one undead.

Light Object shines like a torch.

Water Accounts of Shorihotsu (Detect Magic), Detects spells and magic items within 60 ft.

Minor Blessing of Inari (Purify Food and Drink).
Purifies 1 cu. ft./level of food or water.

Moment of Peace (Curs Minor Wounds). Cures 1 point of damage

Summon Water (Create Water). Creates 2 gallions/ level of pure water.

All Commune with Elements. Ask one question of an elemental spirit.

Surceson* Summon a small bit of an element Wisdom of the Fortunes (Read Magic), Read scribls and spellbooks.



1ST-LEVEL SHUGERJA SPELLS

Air Blessing of Kaze-no-Kami (Feather Fall). Objects or creatures fail slowly.

By the Light of Lord Moon (Detect Spares and Pits)
Reveals natural or principle traps

False Face (Change Self). Change own appearance. Lesser Mists of Illusion (Silent Image). Creates minor illusion of your design.

Quiescence of Air. Creates a bubble preventing sound from entening or leaving.

Speed of the Hare (Expedition; Retreat). Doubles your speed

Wind-Borne Slumbers (Sleep). Put 2d4 HD of creatures into cometose situmber.

Earth Anger of Earth (Magic Stone). Three scenes gain +1 attack, deal 1d6+1 damage

Bitting Steel (Magit Weapon, Weapon gains +1 bonus Barth's Stagnation." Halves movement of target, Jucht's Armor Shield of Fatth, Aura grant +1 thinker on deflection bonus:

Protection From Taint + 1 At and saves counter mind control hedge our op!

Protection of Shinsei Sandhary/ Opponents can't attack you, and you can't attack.

Walk Without Passing Pass Without Trace. One ubjact/leve, leaves no tracks

Fire Auru of Fiame (Factic Fire). Outlines subjects with light canceling boar, conceelments, etc.

Burn the Mind (Hypnotism). Fascinates 2d + MD of creatures

Burning Hands, 1d# five damage/level (man 5d4); Eye of the Sun* Temporarily blands and stand a target, damaging Tanded subjects.

Fear (Gause Fear). One areature flees for 1d4 rounds.
Touch of Thunder (Shocking Grass). Touch delivers
138+1/level electricity

Water Calm Mind (Remove Hear) 18+4 on saves against fear for one subject +1/four levels

Castle of Water* Wal. of rushing water keeps others from entering

Detect Taint T Reveals Shadowlands Taint in creatures or objects,

Gift of the Kami (Bless), Allies gain of attack and at against fear

Heart of Nature (Animal Friendship), Cath permanent anima, companions.

Path to Inner Peaco (Cure Light Wounds). Cures 1d8+1/level damage (max +5)

All Heart of Osano-Wo (Endure Elements). Ignores 5 damage/round from one energy type.

2NU-LEVEL SHUGENJA SPELLS

Att Bentens Touchs* Subject gains +19 bonus to Charisma skul checks.

Call Upon the Breeze (Leviste). Subject moves up and down at your direction.

Greater Quiescence (Silence). Negates sound in a 15 ft. radius.

Know the Mind (Detect Thoughts). Allows Justeming to surface thoughts

Know the Shadows 1 +20 to Hide checks in darkened areas

Mists of Illusion (Miner Image). As ment image, plus some sound

Yari of Air † Melee attack deals 1d8+1/two levels damage.

Earth Armor of the Emperor (Barkshin), Grants +3 natural atmor bonus (or higher).

Courage of the Seven Thunders, Grants mass immunity to fear

Fires From the Forge II (Make Whole), Repairs an object

Grasp of the Kasni (Hold Prosen). Holds one person helpless; I round/level.

Lion's Might (Bull's Strength). Subject gains 1d4+1 Sir for 1 hour/leve.

Tetaubo of Earth † Melee attack deals 1d10+1/two levels damage

Way of Earth (Endurance). Gain 1d4+1 Con for 1 hour/level

Fire The Fires That Cleanae? Caster takes damage to burl fire actuages

Flaming Sphere. Rolling ball of fire, 2d6 damage, ages 1 round/level.

Inferno's Tooth (Heat Metal). Hot meta, damages those who touch a

Katana of Fire (Flame Blade), Touch attack deals 1d8 #17two.leve.s damage,

Summon Flame (Produce Flame), 1d4+1/two levels damage, much or thrown.

Way of Fire (Col's Grace). Subject gains 1d4+1 Dex for

Water Bo of Water,† Melee attack deals 1d8+1/two levels

Freedom of Water (Kemove Pandynt). Frees I or more creature

Mend the Spirit (Lesser Restoration). Dispers magic ability penalty or repairs 1d4 ability damage.

Minor Blessing of Purity (Delay Person). Stope pouper from herming subject for 1 hour/level.

Path to Inner Peace II (Cure Moderate Wounds), Cures
2d8+1/level damage (max +10)

The Ties That Bind (Locate Object). Senses direction toward object (specific or type,

Wisdom and Clarity You gain a precisely detailed memory

ATULENTE SHUGERIA SPELLS

A.r Castle of Air (Wind Wall) Deflects arrows, smaller creatures, and gares.

Essence of Air (Invisibility). Subject is invisible for 10 min./level or until it attacks.

False Tongus* You may cloak your true words from others

Creater Mists of Illusion (Mejor Image), As silent image, plus sound, smell, and thermal effects.

Kane's Fury (Gust of Wind). Blows away or knocks down smaller creatures

Watchful Spirit (Charaudume/Charvoyance). Hear of secont a distance for 1 mm./level

Glimpse of the Soul's Shadow (Haste). Extra partial action and +4 AC



Earth Aid of the Kami (Prayer). Allies gain +1 on most rolls, and enemies suffer it

Riving Seeel II (Greater Magic Weapon). +1 homes/three levels (max +5).

Know the Earth (Stone Shape). Sculpts stone into any form

Magic Circle Against Taint † As Profection From Tant, but 10 ft. radius and 10 min./level.

Rapid Growth (Plant Growth). Grows vegetation, improves crops

Trompre Causes minor carthquake in area.

Fire

All

Walk Through the Mountains (Meld Into Stone).
You and your gest merge with stone

Burn the Soul* Damages chaotic and dishonorable centures.

Fire Wings.† Your stins become flaming wings, you can fly or burn things.

Fury of Osano-Wo (Call Lightning). Directs lightning bolts (1d10/level) during storms.

Hungry Blade (Kem Edge). Doubles normal weapon's threat range

Sun's Anger (Stating Light). Ray deals 1d6 damage/level, more sgainst undead

Sun's Eye (Daylight), 60 ft. radius of bright light

Water Breath of Sultangu (Water Breathing). Subjects can breathe underwater

Path to Inner Peace III (Core Seneus Wounds). Cures 3d8 1/levet demage (max +15).

Remove Blindness/Doafness. Cures normal or magical conditions.

Remove Curse. Frees object or person from curse Remove Disease. Cures all diseases affecting subject Walking Upon the Waves (Water Walk). Subject

Walking Upon the Waves (Water Walk), Subject areads on water as if soud

Wonderful Origent Faroshiki* Magical furoshika sack stores a large amount of material

Armor of the Kami (Protestion from Elements). Absorb
12 damage/level from one kind of energy.

Counterspell (Dispel Magic). Cancels magical spells and effects.

Summon Minor Karni (Summon Nature) Ally 111)
Calls creature to fight Shugenja can use this spell only to summon a small elemental

Wards (Glyph of Warding). Inscription harms those who pees it.

ATH-LEVEL SHUGERJA S72LLS

Air Mist Upon the Lunda (Haliucinstory Torwin). Makes one type of terrain appear like another.

See the Seer (Detect Scrying), Alerts you to magical eavesdropping

Walk Upon the Wittd (Arr Walk). Subject trends on air as if solid (climb at 45" angle)

Wall of Masts (Illasory Wall). Wall, floor, or ceiling looks real, but anything can pass through

Whispering Wind (Discom Lies). Reveals deliberate fa.schoods.

Wisdom of the Kami. Gain +10 bonus to one skill.

Earth Anchor the Soul (Death Word). Grants amountly to
death spells and effects.

Dismissal. Forces a creature to return to native plane. Immortal Steel* Shugenja makes one weapon a masterwork weapon Jade Strike.† Damages and blinds Shadowlands

Mountain's Teeth (Spite Stones). Creatures in area rake 1d8 damage, may be slowed.

Spell Immunity Subject is immune to one spell/four levels.

 Chasing Osano Wn (Lightning Bolt). Electricity deals 1d6 damage/level

Extinguish (Quench). Extinguishes nonmagical fires or one magic item.

The Fires From Within* Hurls two boats of flame Flame Arrow Shoots flaming projectives (extra damage) or fiery boits (4d6 damage).

Shroud of Flame (For Sheeld). Creatures that attack you take fire damage, you're protected from heat or cold

Wall of Fire. Deals 2d+ fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6+1/level

Water Blessing of Purity (Neutrolize Posson). Detoxifies venom in or on subsect

> Near to Ice. Subject becomes immune to pain and gains 2de temporary hit points.

> Open the Waves (Control Water), Raise, lower, or part hodges of water

> Path to Inner Peace IV (Care Critical Wounds), Cures 4d8+1/level damage (max +20)

> Restore the Spirit (Retention) Restores level and ability score drains

> The Ties That Bind II (Locate Creature). Indicates direction to familiar creature

STH-LEVEL SHUGERJA SPELLS

Air Bad Kharma" Subject rolls a "1" on his next die roul
City of Mists (Mirage Areana). As hallucinatory terrain
plus structures.

Parity of Air (improved Instability). As invisibility, but subject can attack and stay invisible

Spirit of Air (Dimension Door). Telepoirs you and 500 tb., 90 fc./level

Summon the Wind (Cantrol Winds). Change wind direction and speed.

True Mists of Hiluston (Perurient Image). As mojor image, but no concentration required.

Earth Dispel Taint # +4 bonus against attacks.

Force of Will* Allows subject to function below 0 hit points.

Kami's Refusal (Spell Reinfance), Subject gains +12 +1/level SR.

Open the Mountain (Ruswell), Breaches walls 1 ft thick/level

Wall of Iron. 30 hp/four levels, can topple onto foes. Wall of Stone. 20 hp/four levels, can be shaped.

Breath of the Fire Dragon (Fire Breath). You can breathe fire once/round, fiame deals 1d8/2 levels (maximum 10d8) damage to one target within 15 ft

Circle of Flame. Flames deal 1d8+1/level damage in all directions

Confusion. Makes subject behave odday for 1 round/level

Osano We's Embrace. Sets subject on fire

Shoribotsu's Wrath (Feeblemind). Subject's Int drops to 1.



ALL OFFILE

Spolic with an absorbed lead of the way we discuss in my absorbed hely along to be problemed the spolic batt their steep with arise begin if it would problem an allow providing in their absorbed of applications.

(1) Diese character and the second of the conference of the confer

- Exemples Issue Keye him the costs attended their hair and time lance a race Ste land spell of his school and in the land plantant fines small of his school and in the land plantant fines small of his har Witter affectly as his school spell and amount of the Thursders (righteous oright) as his school spell and amount have keen (samirnos patterns patterns patterns and continues the patterns and patterns a

h: When Kipia conclus With lawly Use genter in apoll from any distributed the control of the con

The Thunderer's Strike (Flame Strike), Smites foes with divine fire (1d8/level)

Water Blessing of Healing (Healing Circle), Cures 1d8+1/level damage to all directions.

Divinitory Pool (Strying). Spies on subject from a distance.

Judgment of the Kami (Alonement). Removes onmen of moderals from subject

Puth of the Scorpton.* Subject is forced to attack with worst ability modifier

Strength of the Thunders (Righttons Might). Your size doubles and you gain +4 Str

Yuki's Blessing (Wall of Ice). Ice plane creates wall with 15 hp+1/level, or hemisphere can trap creatures inside

Ad Greater Commune (Commune With Nature). Learn about retrain for one mile/level.

Summon Kami (Summon Nature's Ally V). Calls creature to hight Shugenja can use this spell only to summon a Medium size elemental

GTH-LEVEL SHUGERJA S7ELLS

Air Call Upon Kaze-no-Kami (wind walk). You and your allies turn vaporous and anvel fast

Dominate the Mind. Subject becomes your pupper Eternal Mists of illusion (Fermaneut Image) Includes sight, sound, and smell

Mist Upon the Soul (Veil). Changes appearance of group of creatures.

Teleport. Instantly transports you anywhere.

Venguance of Kaze-no-Kazni (Cloudkill). Kills 3 HD or less; 4-6 HD save or die

Earth Armor of the Emperor II (Stateshin), Stops blows, cuts, and slashes.

> Banishment. Baneshes 211D/level extraplanat creatures

Flight of the Kami (Antimaga Field). Negates magic

Know the Easth (Move Easth). Thigs trenches and hards hills

Fire Final Rest* Damages and stuns creatures who have goined the Taint

Fire Seads. Acorns and berries become grenades and bombs

Fires of Purity.† Target bursts into magica. flame, becoming a dangerous weapon.

Symbol of Earth (Greater Glyph of Warding). As Glyph of Warding, but up to 10d8 damage or 6th-level speil. Yakamo's Anger † Blinds creatures withou 10 ft

Water Command the Clouds (Control Weather). Changes weather in local area

Master of the Boiling River. Wave of water deas 168/two levels damage and bull tush.

Peace of the Kami (Heal). Cures all damage, diseases, and mental conditions

Perceive Harmony (Ivus Sceing). See all things as they really are

Silent Waters (Conbagonry). Sets trigger condition for another spel.

Within the Waves." You summon a bubble for safe travel underwerer

All Greater Counterspell (Greater Dispelling). As dispermager, but up to 420 on check

Summon Greater Kemi (Summon Nature's Ady VI).

Calls creature to fight Shugenja can use this spell only to summon a Large elemental.

Kharma* Encourages the kharmit, wheel to return a deceased human.

TH-LEVEL SHUGERUA SPELLS

Air Greater Deception (Mislead), Turns you invisible and | creates illusory double

Mists of Cunning (Programmed Image). As major image, plus inggered by event.

Poison of the Windspider* Poisonous cloud inflicts 10d6 damage and natiseases targets,

Teleport II (Vanish). As teleport but affects a touches obsects

True Essence of Air (Mass Invisibility), As provibility, but affects all an range

Earth Disintegrate. Makes one creature or object vanish.

Essence of Earth.* Caster gains 25/41 DR and minor immunity to speak.

Kami's Reflection (Spell Turning). Reflect 1d6+4 spell levels back at caster

Statue. Subject can become a statue at will.

tomb of Jade † Entraps and harms Shadowlands creatures

Fire Breath of the Thunder Dragon Chain Lightning).

1d6 damage/level; secondary bolto.

Death of Flame* Causes feeblemind, slow, and confusion on a rarger

Sumbeam. Beam blinds and deals 3d6 damage.

Icmpest of Fire (Fire Storm). Deals 1d6 fire damage/level

Water The Flow of Time.* Time passes more slowly for you.

Greater Divitutory Pool (Greater Scrying) As strying,
but faster and longer



The Penetrating Drop.* Water katoi cause target object to dissolve

Revive the Spirit (Greater Restoration). As restoration, p us restores all levels and ability scores.

Words of the Kamit Kills, paralyzes, weakens, or dezes tained subjects

All Summon Major Kami (Summon Nature's Ally VII).

Calls creature to fight. Shugenja can use this spell only to summon a Huge elemental.

ATH-LEVEL SHVGERJA SPELLS

Air Banish the Eye (Screen). Illusion hides area from vision, scrying

Slayer's Knives." Blast of wind does 146 damage/ .evel (max 1546) and buil rush.

Teleport III (Teleport without Error). As teleport, http://off-target.arrival

Whiriwind, Cyclone inflors damage and can pick up creatures

Earth Binding. Array of techniques to imprison a creature Earthquake. Intense tramor shakes 5 ft./level radius. Karnia Rafugal II (Protestion From Spelle). Confers +8 resistance bonds:

> Time's Deadly Hand? Ross nonliving matter completely.

Fire Dye of the Moon (Fower Word, Blinds 200 hp worth of creatures.

> Everburning Rage? Causes target to become disabled. Praying of Jigoku (Intenduty Cloud). Choud deals 4d6 fire damage

> Calling the Sun (Sunburst). Blinds all within 10 ft., deals ade damage

Water Major Blessing of Healing (Mass Heal). As heal, but with several subjects

Regrow the Wound (Regenerate). Subject's severed ... imbs grow back

The Ties That Bind III (Discres Location). Exact location of creatife or object.

Waves Are Ever Changing? Transforms you into any creature.

All Summon True Kami (Summon Nature's Ally VIII),
Calls creature to fight. Shugenis can use this spell
only to summon a greater elemental

9TH-LEVEL SHUGERJA 57ELLS

Air (The Mirror's Smile" Allows target to become another person

Teleport IV (Teleportation Circle). Until teleports any creature inside to designated spot

Walking the Way? Allows travel through the Way. Earth Essence of Earth II.* Caster game 50/+2 DR and major immunity to spells.

Purity of the Seven Thunders. Destroys or heavily damages Tainted creatures in stee

Warding (Antipathy). Object or location affected by spell repels certain creatures.

Fire Call of Fire* Envelops caster in fire and creates fire balls.

Follow the Flame.* Renders caster unmane to fire and controls all fire in area.

Tears of the Heavens (Motor Swarm). Deals 24d6 fire damage, plus bursts.

Water Suitengu's Embrace. Target creatures drown instantly.

Tsunami.* Flamens enemies with an enormous wave.

Wheel of Fortune.* Target's abilities are permanently
and randomly altered

All Fury of the Karni (Elemental Suarm). Summons 2d4
Large, 1d4 Huge elementals

Rise, Kami (Summon Nature's Ally IX). Calls creature to fight. Shugenja can use this spell only to summon an elder elements.

SCHOOLS

Not all shugenja have the benefit of training at a Great Clan family dojo. Many Minor Clan and runin shugenja must tanke do with a more general education. The following "schools" describe litts of spells that each follow the path of an element — Air, Earth, Fire, or Water These schools may be used for shugenja who do not had from the Great Clans. These lesser elemental schools contain tragge well known to all of the established schools, and thus any Great Clan shugenja with the proper allinity may feel free to select from them as their school spells as well.

For example, a Moshi shugenja who gains a new third level school spell must choose it from the Fire School. An Agasha shugenja, however, may choose his school spell from either the Fire school or the Agasha school

AIR SCHOOL (TORITAKA, SUZUME)

- n Crow's Vesion (Knew Direction). You discern north
- 1 Obscuring Mist One creature flees for 1d4 rounds.
- 2 Well of Air (Wind Wall). Deflects arrows, smaller creatures, and gases.
- 3 Tempest of Ale (Cut) of Wind). Blows away or knocks down smaller creatures
- 4 Howl of Isora (Shout). Deafens all within cone and deals 2d6 damage
- 5 Spirit of Air (Dumention Door). Teleports you and 500 lb. 90 ft./level.
- 6 Wisdom the Wind Brings (Legend Lore). Brings to mind legends of an item, place, or hero.
- 7 Poison of the Windspider* Poisonous could affects 10d6 damage and nauseates targets
- 8 The Eye Shall Not Sec (Phase Door). Invisible passage through wood or stone.
- 9 Walking the Way. Allows travel through the Way.

l rots or duration:

high bhiasaigh a the Mahagarai heasar da 100 pairt a baile, dharain baileanna gal Bar Gallanderg, sapaille a ann sacanaland ainn a 11 fhealar aith sa deachada



OTHER SPELLS	
*(Company of the Company of the Comp	Holongoti North
Chinamata Tribi Creater Spirit	Month of the Land Speciatric Coldway Americal Coldway

EARTH SCHOOL (KITSURE, CHUDA, FUZAKE)

- Fires From the Forge (Mending). Makes minor repairs on an object
- 1 Mage Armor. Gives subject +4 armor bonus.
- 2 Way of Earth (Endurance). Gitin 1d++1 Con-fot 1 hour/level.
- 3 Stone Shape, Sculpts stone into any form.
- Minor Globe of Invulnerability Stops 1st—3rd level spell effects.
- 5 Wall of Stone, 20 hp/four levels, can be shaped
- 6 Strike at the (triots (Disintegrals). Makes one creature or object values.
- 7 Earthquake Intense tremor shakes 5 ft/level radius.
- 6 Bittding, Array of techniques to bind a creature
- 9 Imprisonment. Ensombs subject beneath the earth.

FIRE SCHOOL (MOSHI)

- @ Light Object shines like a torch
- Burning Hands, 1d4 damage/level (max 5d4).
- 2 Five Fines That Cleanse^a Caster takes damage to burl fire at target
- 9 Way of Fire (Fireball), 1d6 damage per level, 20 ft area
- 4 Wall of Fire. Deals 204 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6+1/level
- 5 Breath of the Fire Dengon (Fire Breath). You can breathe fire once/round; flame deals 1d6/2 levels (maximum 10d8) damage to one target within 15 ft.
- 6 Breath of the Thunder Dragon (Claim Lightning). Deals 1d6 damage/level, secondary bults.
- 7 Yakatno's Hand (Prismetic Spray). Rays hit subjects with variety of effects.
- 8 Everburning Rage.* Causes target to become disabled.
- 9 Tears of the Heavens (Meteor Swarm). Deals 24d6 fire damage, p.us bursts.

WATER SCHOOL (TORBO)

- Summon Water (Oxole Water). Creates 2 gallons/level of your water
- Speed of the Waterfall (Expeditions Extrast). Doubles your speed
- 2 Avoidance (Protection From Armes). DR 10/+1 against ranged weapons.
- i Inari's Blessing (Create Food and Water). Feeds three humans (or one horse)/level
- 4 Torrential Rain (In Storm). Had deals 5d6 damage in cylinder 40 ft. across.
- 5 Strength of the Thunders (Rightmus Might). Your size increases and you gain +4 Str
- 6 Percuive Harmony (True Seeing). See all things as they really are

- 7 Sukanjin's Gift (Spell Turning). Reflect 1d4+6 spell levels back at caster
- 8 Sacred Ground (Word of Resail). Tereports you back to designated place
- 9 Wheel of Futture.* Target's abilities are permanently and randomly altered

ALJEDUHS WEN SALLESS

AGASHA'S TOUCH

Everation (Fire)
Level: Shu 0, Drd 0
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: One object
Duration: lastantaneous
Saving Throw, None
Spell Resistance, No.

The shugenja casting this spell touches one object to heat up in a short time. The most common use of this spell would be to cause a medium-rized pot of water to boul, or to heat a rout to help warm up a room. The heat caused by Agasha's fouch maintains itself for one minute per level of the caster. This spell cannot be used on unwilling targets, or goar on a person who does not wish this spell to take effect.

BAD KHARMA

Necromancy (Arri Level: Shu 5

Components: V.S. DF Casting Time: 1 action

Range: Close (25 ft + 5 ft./2 levels)

Target: One creature Duration: Instantaneous Saving Throw: Will negates Spell Resistance: Yes

This spell summons a vinductive kann to twist the kharma of one target, bestowing a terrible streak of bad luck. The target is considered to automatically roll a "1" on the next skill check, saving throw, suitative roll, or attack roll he makes.

BERTER'S TOUCH

Enchantment (Air) Level: Brd 2, Shu 2 Components: V, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels,

Target: One living creature Duration: 10 minutes/level

Saving Throw Will negates (harmless Spell Resistance, Yes (harmless)

This spell calls upon the blessings of Benten, Fortune of beauty and love. The target of the spell seems to be far more witty, attractive, and socially apt while under the effects of this magic, gaining a +10 enhancement to al. Charisma-based skill checks.



BURIL THE SOUL

Alteration (Fire) Level: Shu 3, Clr 3

Components: V. S. DF

Casting Times 1 action. Range Medium (100 ft. + 10 ft./kyel)

Target. One exeature Duration, Instantaneous Saving Throw None

Spell Resistance, Yes This speal cashs the judgment of the fire kama down upon the target, punishing him if his spirit is not in tune with the Celestial Order Characters take damage for their alignment

and lack of honorable status, as follows: Chaotic Evil 4d10 damage

Chaotic Neutral 3d10 damage

Chaotic Good — 2d10 damage

Lawful Evi. 2d10 damage

Neutral 2d10 damage

Honor Rank 0—3d10 damage

Honor Rank 1 — Id10 damage

The effects of damage from alignment and bonot rank are cumulative, so a Chaotic Neutral character of Honor Rank # would take 4d13(4d10 + 1d13) fire damage from this spec-

とびして まひぶしけ

Comuration (Earth

Level Shu 0. Drd 0

Components: V. S. DF

Casting Time: Laction

Range: Personal

Target: You

Duration: Petmanent

Saving Throw None

Spell Registance No.

One of the first spells learned by a shugenja, this simply calls several (1d4+1) small stones into existence in the caster's hand. The stones can be of any non-valuable mineral. including dirt. The mones can also be of a dictated shape, though they will be a rather rough version of that shape Stone mols and weapons of Tiny size or smaller may be summoned with this spell as well, but break on any roll or check that results in a natural 1 when used.

CALL FIRE

Conjugation (Fire, Level Shu o, Drd o Components: V.S. DF Casting Time: 1 action

Range Medrum (100 ft + 10 ft /level)

Target: One item

Duration: Instantaneous

Saving Throw: None Spell Resistance: No.

This simple speal beckons the fire spirits in the area to simply light something small on fire. A candle could be lit, a sheaf of papers would begin to smoke and flame, or a thin rope could be burned in haif. The target of this spell must be easily flainmable -- thin, dry wood would be affected, but a large campfire log would be too big for this spell to effect.

CALL OF HEAVER

Evocation (Fire) Level: Shu 9

Componenta: V, S, DF Casting Time: 1 mund

Range Personal

Target: You

Duration, 1 tound/2 levels

Saving Throw, None

Spell Resistance, No.

One of the most visually impressive fire spells known the call of homen unmolates the caster in a maring shroud of bright flames. The caster is completely immune to damage from manufane weapons and anything that comes within 6 ft, of the caster takes 5d6 damage each round agnoring hardness) Magical weapons which strike the shugenia wound him normally, but the weapons themselves must make a saving throw at DC 15 or be rumed.

The caster may move as if he were under the effects of a fly spell, and drope slowly and safely to the ground of he is atoft when the spells duration ends. In addition, the shugeris may had a 10d6 fireball once per round as part of this spell as a free action. Each fireball thrown reduces the spell's caration by one round.

CASTLE OF WATER

Conjuration (Water)

Level Shu 1. Drd 1

Components: V, S, DF

Casting Time: 1 action

Range: 10 ft

Effect: Wall of water in a 10 ft, radius centered on easter up

to 1 ft. shick and 4 ft. high: #1 ft./2 sevels Duration: Concentration +1 round/level

Saving Throng See text

Spell Resistance: Yes

This spell summons a wall of shimmering churning water that encircles the cester. Anyone attempting to move through the wall's perimeter must make a Reflex save or be burled buck the way they cause, falling protte and taking 1d4 subdual damage. Anyone standing within the wall when it is summoned must make a Reflex save or be thrown outside the penmeter, suffering the same effects.

The wall provides cover (See the Players Handbook"), deflecting normal projectiles that strike its surface. Magical projectiles, spells, and entraordinary projectiles (houlders, campule shot, etc.) pass through the water unharmed, with the exception of magneal fire. The wall of water absorbs five points of fire damage each round. If more fire damage than this is inflicted in a single round, the wall vanishes. Any fire spell which inflicts enough damage to destroy the castle of water expands to its normal area of effect but only inflicts half damage upon those who were within the wall

COMMUNE WITH ELEMENTS

Divination (All) Level: Shu 0

Components: V. DF Casting Time: 1 action

Range: 30 ft.

Target. Quarter circle emanating from caster to extreme of pange

Duration: 1 round



This spell allows a shagenja to commune with an elemental spirit, the type naturally found everywhere in Rokugan This spirit could be anything from the one within a surge mountain. The caster may ask the spirit one question and the spirit answers as it deems of The chance of gaining any sort of meaningful response is a mere 50% + 1% per level of the caster. This chance is increased by 10% if you perform some service for the spirit (usually requiring the shagenja to perform the service, then the the spirit again.) A small stone may ask only to be moved to the sunny side of the road. A great mountain may require that a chrine be constructed at its peak before it gives any sort of useful answer.

One exception to this rule is magic — if the spirits have been recently called upon to work magic, they will be able to reveal the exact nature of the spell so long as it was cast within one day per level of the communer. Only by summoning a kami of the same element so the spell cast will this information be revealed. A shugenja who performs a favor for the kami after using his magic can entice the spirits not to reveal this information to others.

Keep in mind that nature spirits have a great deal of trouble understanding the moreal world, and all answers they supply are thoroughly filtered through their own perceptions of reality. Earth spirits are blant and tactless. Their certainty and stubbornness can often lead to misleading information. Air spirits are mischievous and emotional. They prefer to give cryptic answers and have no respect for a shugonja who does not appear to be at least as clever as they are. Fire spirits are angry and destructive and are best approached through intimidation. A fire spirit nearly always demands the sacrifice of a valuable object in flames. Were spirits do not speak, but only show images of the past. Water spirits have no concept of opinions, and besieve that only facts determine the shape of the world.

This spell may be used to contact kausen, who are always fawningly points and often offer to do favors for the caster, for a price. (See the section on Kansan in Appendix 2. Monsters of Rokugan, on page 206.)

COURAGE OF THE SEVER THURDERS

Enchantment (Earth)

Level: Shu 2

Components: V, S, DF Casting Time: 2 actions

Range Medium (100 ft + 10 ft./leve.)

Target: One 25 ft. area Duration: One hour Saving Throw, Will Negate Spell Resistance: No

This spel, calls upon the spirits of the ever-watchful ancestors of the Seven Clans and grants the targets temporary immunity to fear. Any form of fear, magical or otherwise, directed at anyone under the influence of this spel, immediately fails. In addition, targets who were under a fear effect when this spel, is cast upon them have the fear permanently removed.

This spell only affects human members of the Seven Great Clans. If the spell's area of effect contains both legal and illegal targets of this spell, only those who can be affected will be-

DEATH OF FLAME

Enchantment (Fire)

Level: Shu 7

Components: V, S. DF

Casting Time: 1 action

Range: Close 25 ft. + 5 ft./2 levels)

Target: One escature Duration, One round/lever Saving Throw: Will negates

Spell Resistance: Yes

By suppressing the fire within a character's soul, the shagenge causes several penalties to the target. This spell bestows the effects of japlismend slow, and conjugation its target for the duration of the spell

DOMINATE THE MIND

uncherrment (Compulsion, Air) [Mind-Affecting]

Level Shu 6

Components: V S, DF Casting Time, 1 action

Range: Medium (100 ft. + 10 ft./level, (100 ft. + 10 ft./ .ever)

Target: One creature Duration: 1 minute/level Saving Throw: Will negates Spell Resistance: Yes

This spell is identical to dominate person except that the duration is shorter and no common language is required; the subject obeys your verbal commands as if they spoke a common language. The subject obeys commands to the exact letter and behaver like an automaton, without expressing any will or smotion. (Any attack rolls made while under this spell suffer a -2 penalty.) Only obviously self-destructive orders give the target the benefit of an additional save (with a +2 bonus).

FARTH'S STAGRATION

Fransmittetion (Earth) Level. Shu 1 Sor/Wiz 1 Components: V.S. DF Casting Time: 1 action

Range: Close (25 ft + 5 ft./2 levels)

Targor One creature Duration: Ten minutes Saving Throw: Special Spell Resistance: Yes

The target of this spell has his own strength turned against him as the earth in his body is weighed down. The target's movement and jump distances are halved (rounded down).

Expeditions retreat dispose and counters earth's singuision, and is countered by earth's stagnation.

サララミれてき ひず ミスネナサ

Bucharrteer (Barth, Level: Sht 2

Components V.S. DE

Casting Time 4 action

Range, Personal

Target: You

Duration: 5 minutes/leve.

Saving Throw: None

Spell Resistance: No

This spet, rurns the caster into a walking incarnation of the earth kaini. His features become a little sharper and more angular, and his skin and hair take on a gray-brown tone. While this spell is in effect, the shugenia gains a 25/41 DR, and is immune to damage from spells of 3rd level or lower. The shugenia's movement rate is also reduced by one-third rounded down), and he cannot be affected by a loads spell.

まらされてき つず ミスズナト ル

Level Shi. 9
Components: V. S., Jh
Casting Time: 1 action
Range, Persona.
Target: You
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No

Enchantment (Earth)

This speal functions as essence of earth except the caster gams 50/+2 DR, and is immune to damage from 5th level spelis or lower

Level Shu 8
Components: V. S. DF
Casting Time. 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

Torn spart by fire spirits, the target of this speal suffers excruciating pain. The character is considered to be disabled for the duration of the spell as his body is wracked with patti. This means that all rules apply for being disabled. Including dropping to 1 hit points if the character would normally do so in that condition. At the end of this spell the target may stand up and act assuma ly, as if nothing had happened - this spell inflicts no actual damage unless the victim attempts to take an action that would drop him to 4 but points from being disabled. The character is then et 1 hit points until healed.

EYE OF THE SUIL

Evocation Fire.
Level Shu 1
Components: V, S, DF
Casting Firms: 1 action
Range: Close ,25 ft. + 5 ft./2 seveis)
Target: One creature
Duration: 1 round
Saving Throw: W.II negates
Spell Resistance; Yes

The shugenja produces a gaze attack that blands and statis one target for one round. Tainted targets take 1d10 damage A successful save negates both the stun and the damage

FALSE TORGUE

Illusion (Air, Figurent)
Level Bed 3, Shu 3
Components, V, S, DF
Casting Time: 1 action
Range, Personal
Target, You
Duration: 10 minutes/level
Saving Throw None
Spell Resistance: None

This spell allows you to mask your words in illusion, appearing to say one thing while in reality saying something clse entirely. If you clause, you may select one listener in range to hear your true words as well as the false words, while everyone else in range hears only what you wish to appear to be saying. For example, you could deliver a private message to your damyo is the wider of the court and an the while eavesdroppers will believe you are simply discussing the weather

You may also choose to use this spell to conceal spell-casting, masking any spell with a vocal component. This bestows a +10 DC on the Spelleraft check of any caster attempting to determine what spell you are casting, greatly taising the difficulty of an effective counterspell. If you wish to cast a spell that has no material, somatic, or focus component, you may choose to mask the vocal component and appear not to be casting a spell at all.



Evecation (Fire)
Level. Shu 5
Components: V, S, DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One tainted creature

Duration: Permanent Saving Throw: Special Spell Resistance: No

Rating Namezener

The purity of Fire can burn away the foul touch of the Shadowlands as surely as jade. This spell pits the inner fire of the shugenja against the Taint in a creature that does not naturally have the Shadowlands Taint. This includes undead, maho-tsukai, and those who have gained the Taint in other ways. This spell does not affect creatures native to the Shadowlands such as oni, goblins, and ogyes



When the spell is cast, the caster takes 146 damage as his chi reaches out and buttus away the Taint inside the target. The Tainted creature takes 10d8 damage and is stunned for two rounds. Intelligent creatures may make a Will save on negate the stunning. Greatures that are slain by this spell have all traces of the Shadowkinds Tautt expanged from their corpses, and cannot rise again as undeed nor can their bodies be autmated by any maho spells

THE FIRES FROM WITHIN

Evocation (Fire)

Level Shu 4

Components: V, S, DF Costing Time: 1 action

Range: Medium (100 ft + 10 ft./level)

Target: One or two creatures Duration: Instantaneous

Saving Throw: Reflex balf

Spell Resistance: Yes

The shugenja casting this spell summons forth a bolt of flame, sending it at his foes from the tips of his fingers. The bolt requires a ranged touch attack to strike its target, inflicts 1d6 +1 damage per level of the caster (to a maximum of 12d6 +12), and burns through thin, flammable barriers such as paper walls without affecting the spell.

THE FIRES THAT CLEARSE

Evocation (Fire)

Level. Shu 2

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. 4 10 ft./level)

Target One creature Duration: Instantaneous Saving Throw: Reflex half Spell Resistance: Yes

This sped calls the five kami our of the caster and hards them against one target. When cast, the shugenja chooses to take 2 to 10 points of damage. For each two points of damage the caster takes, this spell deals 108 damage to the target. The five shoots from the caster's hands in a straight line to its target, and burns through tice paper walls and other than barriers (such as vilk) without impeding the spell. If a character is reduced to 0 has points or less by casting this spell, the target still takes damage.

THE FLOW OF TIME

Transmutation (Water)
Level. Shu 7
Components: V S, 13+
Casting Time: 1 action
Range: Persona
Target You
Duration: Special

This spell allows you to temporarily step outside the boundaries of time. When the spell is complete, you vanish from sight for one minute along with wherever gear you are carrying (living creatures cannot accompany you). During this minute of time, you hover in a realm of sparkling light. By your perception, one bour passes. Though you can see and are swere of events transpiring around you (they occur with agonizing slowness) you cannot affect the real world in any way.

Any spells cast on targets other than yourself or your geat automatically fail. Though you can walk about freely, even a thin curtain would be an impassable barrier.

If you cast this speil again while under its effects you may remain outside of time for an additional hour while one more minute passes in the real world. Use of the Extend Spell fest with this spell doubtes the time spent outside time as well as the relative amount of time you are perceived to be gone in the real world.

FOLLOW THE FLAME

Abjunction (Fire)
Level: Shu 9, Drd 8
Components: V, S, DF
Casting Time: 1 round
Range: Personal
Target: Yau
Duration: 5 manutes/level
Saving Throw, None

Spell Resistance: No

While this spell is in effect, the shugenja gains mastery over all fire magic in a 100 ft radius. The caster is immune to fire damage, and is surrounded by a thin auta of flickering flames that do no harm to him nor his equipment. Any spell that causes a manufestation of fire to come into being in the spells 100 ft radius ammediately comes under the complete control of the caster of this spell. He may reduced any fire spell as soon as it is east, and may even use this spell to mentally control the path of spells such as fireball, the fires from within, the fires that decore, burning bands, and the like. The shugenja may direct these spells at angles usually not allowed by the spell, sending them around corners, snaking to the sides of barriers, and curling bath around on their own paths. This effect also includes magic cast by the shugenja who east follow the flame.

Example: If the fires from within were cast in this spell's area of influence, you could mentally control the for bolt to turn around, fly over a castle wall, go around the corner of a lower, and strike a guard the daugenya mentally sees where the spells are going, and may direct them even if they leave the skugenya's line of sight and area of effect, as long as they do not travel farther than the five spells range. Controlling these spells are free actions and require no concentration on the shugenya's part

Two (or more) shugenja under the effects of follow the flame attempting to control the same fire spell roal a caster level check (1d20 + caster level), with the shugenja who rolls higher after modifiers gaining control of the spell. Characters with Superior Elemental Focus (Fire) receive a +2 focus busins for this roll.

FORCE OF WILL

Transmutation (Earth)

Level: Shu 5

Components: V, S, DF

Casting Time: 1 action

Range, Touch

Target: One living creature muched

Duration: 1 inchate/level Saving Throw: Will Negare Spell Resistance: Yes

By summoning the inner strength of the targer, this spell above a creature to continue to function for a time after they ordinarily would have been laid low For the duration of this spell, if the target ever drops to 0 (or lower) hat points, or would be knocked angunstions or even unmediately killed, he instead may continue to move and act normally for the duration of the spell. This effect is broken if the target is reduced to -50 hit points.

Of course, this does not grant immunity to effects other than the ones mentioned above. If, for example, the character teceived enough damage to die by being cut in half, he

wouldn't still be able to walk around regularly.

HARDS OF CLAY

Transmittation (Earth) Level: Shu a, Drd 1 Components: V.S. DE Casting linser 1 action Range Persona. Target: You Duration: , minute Sayang Throw: None Spell Resistance: No

By attuning himself to the earth karm, the shugenja may use this spell to grasp a surface of earth (including stone, cement, dirt, etc), and climb it with his hands and feet without difficulty. This can include the shugenja climbung surtaces that have no real grip and surfaces that he would normally fall from, such as climbing across a stone calling. This spell does not grant extra stability to a surface, however, and a shugenia climbing a shaky stone wall may very well cause the wall to collapse upon alia. A creature with a strength score of at least 20 + 1 per the caster's level can pull the caster away from the surface

|爪爪のネイベト STEEL

Enchantment (Borth) Level: Shu 4 Components: V, S, DF, XP Casting Time: One hour Range Touch Target: One bladed weapon Duration, Permanent Saving Throw, None

Spell Restrance: No

Photody Acetyte of Fire

A weapon targeted by this spell immediately becomes a masterwork weapon. This spall has no affect upon weapons that are already masterwork

XP Cost: 10 + 2 per 10 gp in the base cost of the weapon

KHAZMA

Transmutation (Als. Level Shu 6 Components: V, S, DF Costing Time: 10 minutes Range: Touch Target: Dead human touched Digration, Instantaneous Saving Throw: None (see text) Spell Resistance, Yes (harmless)

This spell is very similar in many ways to reincornate (See the Player's Handbook^m). You encourage the Fortunes to intervene on behalf of the target, begging that his soul he restored and new life granted. No more than one week must have passed efter death before the spell is cast, and the subject's soul must be free and willing to return (See the Player's Handbook's), If the earget's soul does not wish to be reincarnated, the

spell fails Unlike remainate, this spell does not create

a new body out of nothing, fastead, a soul somewhere else to Rokugan awakens to the fact that it is in actuality a reincarnation of the character, and is drawn to fulfill the target's destiny. Reincarnated characters are not the old characters, though they always fulfill. a similar role to their predocessors and are similar in many ways. They may have mannerisms, posture, habits, or even identifying tentures (scars, birthmorks, etc.) of the former character, but they are a completely different person with a afe of their own. The remeatnated character recalls only pieces of his former life (often in dreams or flashbacks). He is, however compelled to fulfill any work left unfulfilled by the previous character. The new character is usually connected to the old one in some way — a friend, relative, lover, or child although sometimes the new character is merely a stranger with a great deal in common The Kitsu have theorized

In depth as to how this spell acrually works. How can a soul be reincarnated in a person who partially shared the lifetime of his prodecessor? They have concluded that the power of the apirit transcends the boundaries of time itself, end cannot be understood by mere

The reincarnated character has the same ability scores, skills, class, base attack bonus, save bonuses. and hir points as the previous character. The character's level is reduced by 1. (If the character was 1st level, his Constitution some is reduced by 1.) If the character formerly possessed clanfeats no longer available to his new clan, he may replace them. with appropriate clan feats from his new clan. Skills that were formerly class skills due only to the character's clan or family are no longer class skills, though their skill rank remains unchanged (even it if is now an illegal rank). AL afflictions and physical ills are cured (as this is a new body) with the exception of the Shadowlands Taint and Shadow Points, both of which are afflictions of the soul as well as body

The specifics of the new incurnation's identity are

determined on Table 2-3



TABLE 2-3: NE	W INCARNATION'S IDENTITY
d100 Roll	Result
01 50	Same clan, same family as previous
61 70	Same clari but: different family (if possible) as
	previous incamation
71 -80	Different Clan. See Table 2-4
81 – 90	Minor Clari (Select a Minor Clari of choice.)
91-99	Imperial Family (Otomo, Seppuin, or Miya)
96-99	Special; roll below
	01 75 — Vassal family of a clan. A minor
	samura, in good standing. May take the
	Different School feat to learn their clarks tech
	niques if they wish.
	76-00 Roma
100	DM's choice (may be a Nezi mill spirit or other
	creature but not a Naga or Tainted heast

TABLE 2-4: NEW INCARNATION'S IDENTITY

Different clan. If you were previously a Great Clan character, you become a member of a different Great-Clan (roll below resolves that intificate previous clan).

unless the target a ready is one

100Roll	Result
01 20	CIOP
21 40	Crane
41 55	Crab
56 65	Unicom
66-75	Scorpión
76-85	Phoenix
86-95	Dragon
96-00	Mantis

If you were previously a member of an Imperial Family, you remain a member of the Imperia. Family, Any other characters may become either a Minor Clan or roun character as they choose

The new character always arrives on the stene at the end of the spell, seemingly by total coincidence. The new character realizes the truth of his constence when he sees his former body, and repisces the former character as a player character.

This extremely powerful spell is cast but rarely. A morra who did not live well and fulfill his khama in life may not be allowed to raturn. At the opposite extreme, the Fortunes themselves have been known to use this spell without petitioning from a shugenja. A mortal who dies without fulfilling his destiny may find himself returned to life through the use of kharma or may be returned for a second chance after a heroic death or a life well-lived. The exact details of the use of this spell should anyays be considered carefully by DMs and players shike.

THE MIRROR'S SMILE

Transmutation (Air,
Level Shu 9
Components: V S. DF
Casting Time: 10 minutes
Range: Touch
Target: Humanoid Creature Touched
Duration: Permanent
Saving Throw: None
Spell Resistance: No

This spell allows you to transform a willing target into a perfect replice of another humanoid being, permanently. Once the spell is in place, it does not register as magic in any way and cannot be dispelied by any means short of a wish, miracle, or a second casting of this spell. The target's gender, height, age, and weight may be changed, so long as the farget remans humanoid. If the creature becomes a new race, attribute bor uses and natural abilities of the new creature type are gained. Abilities of the former race are lost (with the exception of bonus feats and skull points).

If you know the correct full name of a specific individual you may speak at during the casting to transform the target into a perfect replica of that individual. This grants the target is 30 to his Disguise and Mimic rolls when impersonating that individual. If you do not have a specific individual in mand, you may tailor the target's new appearance as you like so long as they do not intentionally resemble an existing person.

REAR TO ICE

Transmutation (Water)
Level Shu & Drd &
Components: V. S. E. DF
Casting Time: 1 action
Range: Touch
Target. Creature Touched
Duration: 1 round/level
Saving Throw Fortitude negates (Harmless)
Spell Resistance; Yes (Harmless)

This spell causes benevolent Rami of frost and cold to wish through the targets body, granting extraordinary resistance to pain. This spell grants the target 2d6 temporary but points and a #1 morale bonus to all saving throws. The target cannot be stunned or staggered, and may fight without penalty at zenhit points or less. Targets who reach 10 hit, goints die

OSARO-WO'S EMBRACE

Transmutation (Fite)

Level: Shu S

Components: V S, DF Casting Time: 1 setion

Range Close (25 ft. + 5 ft./2 levels)

Target One creature Duration 1 round/leve, Saving Throw, Fort negates Spell Resistance: Yes

This spell draws out the target's inner elements. He in a viecent manner, shrouding him in flame. The target takes 446 damage every round and can take no action that requires any form of concentration while he is immolated. Anyone attempting to grappic with the target takes 446 damage as well, and those attempting to strike the character in melec combat with weapons must make a reflex check against DC .5 or take 246 damage

The target must make a Will check against DC 20 every tound or fish about helpiessly, unable to fight, and barely about speak. Mundane items on the character are affected normally as if they had been consumed by fire. This spell can be ended in any manner that would put our someone on fire

HTRAE TO JOEIST

Conjuration (Earth Level Sh4 6

This spell is identical to trap the soul except the target must be an outsider



PURITY OF THE SEVER THURDERS

Abjuration (Earth) Level: Shu 9 Components: V. S. Jr. Casting Time: 2 rounds Range: Long (400 ft. + 40 ft./level) Targer One area, 10 ft square per level Duration Permanent Saving Throw: Will 10d8 Spell Resistance: Yes

This soel. Is proof that even the most powerfu, oni can know fear. Whispered among the beasts of the Shadowlands as a terrifying sight to behold this spell simply and litterly destroys anything with the Shadowlands Faint caught in its area of effect. All Tainted creatures with equal of tewer Hit Dice than the caster are immediately destroyed, their bodics unraveled and scattered to dust Tainted creatures not destroyed by this spell are treated as if they were affected by a feur spell immediately, and take 10d8 damage

The toll of this spell on the shugenis is heavy. For every creature destroyed by this spell, the shugenja takes 2 hit points of damage. Also, the shugenia may not east any spells above 3rd level until he has rested for at least 8 hours. This spell's effects are changed if cast within the boundaries of the Shadow, ands. Creatures are not destroyed by this spell, but the land itself is cleansed of Taint (though left borren and use.ess) and the caster takes 10d6 damage

らソホアスTHミTIC ERERGIES

Transmutation (Water) Level: Shu 5, Sot/Wiz 5 Components: V.S. DF Casting Time: 1 action Range Close (25 ft + 5 ft/2

Iarget: One creature in range Duration, Instantaneous Saving Throw: Specie. Spell Resistance: Yes

Note that spells with a duration of "instantaneous" or "petmanent' cannot be transferred with this spell. This spell may be used to transfer spells that normally only affect the easter to other undividuals.

てひぶり シルけみぶてミガミぐ された

Fransmutation (Water) Level: Shu 7 Commonents: V.S. DF

Range Touch

Effect: 30 ft. cube of nonliving matter

Duration: 1 round/level

Saving Throw: Fortitude partial

Spell Resistance, Yes

This spell causes an object you touch (or a section of the object up to the maximum size indicated by the spell's area) to suddenly become infused with water spirits which proceed to find the natural weaknesses in the target and cause it to fall apart Unless the object makes a successful Forritude save, it takes 3d10 damage per round, plus 3d 20 damage per round of dutation. (3d10 the first round, 6d.0 the second, 9d10 the third, etc., with no upper limit for damage inflicted.) A target which makes its saving throw receives half the damage for half the duration Unattended objects receive no

> This spall is effective against all constructs.

ZHT TO JOSIOS いれりらうけるえ

Congression (Air Creation) Level: Shu 7, Soy/Wiz 7 Components: V, 5, DF Range: Medium (100 ft. + 10 ft./level) Effect: 25 ft radius cloud Duration: 1 minute/level Saving Throw: See text Spell Resistance: Yes

This spell summons a roding cloud of choking green gases. Any living creature within the cloud must make a Fortitude save or take 10d6 damage, and be blinded and nauseated for 1d4 tunnels. Those who make their save take half damage, and are merely namested outil they leave the cloud and for one round afterward. Nauseated characters cannot attack, cast spells, ot concentrate on spells, and may only take partial actions. Those who remain within the cloud must make Fortifude saves each round they remain there or suffer its effects again.

Like doudkill, this spell does not penetrate liquids and may not be east underwater.

Shosaro Tenna Scorpson Shadow Mague

This spell allows the caster to transfer one continuing spell effect of fourth level or lower from himself to any other legal target in range. Unwilling targets receive a Will save to negate the effects (leaving the spell effect on the caster). The caster may also attempt to transfer a spell effect from a target in range to hunself, though the target receives a Will save to resist the transfer. The spell's decemon runs out normally coreit has been transferred



QUIESCERCE OF AIR

Conjugation (Air) Level: Shu i Components: V, DF

Casting Time: 1 action

Range: 13 ft

Area: 5 ft radius centered on a creature, object, or point in

space

Dittation: 1 minute/level Saving Throw Will negates Spell Resistance: Yes of no popiect)

This spell brings into being an invisible sphere of air kamilleffectively preventing any sound from entering or leaving their sphere of influence. Those within car speak with one another normally, bur cannot hear anything that transpires outside. This spell may be cast upon a print it space, but the effect is stationary unless cast upon a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. Any creature or an object in someone's possession is entitled to a saving throw or SR check, but unattended objects are not

Sonic or language-based attacks may not enter or leave the sphere, though if more than five pouts of sonic damage are directed against the diameter of the sphere, the effect is canceled and those who were protected take half normal damage. All creatures within the sphere gain a +20 m all Move Silently checks, but automatically fail al. Listen checks that apply to the area outside the sphere.

SLAYER'S KRIVES

Transmination (A.r)
Level: Sh. 8
Components: V. S. DF
Range: Close ,25 ft +5 ft/2 leve s)
Area: Cone
Duration: Instantaneous
Seving Throw None
Spell Resistance: Yes

This spell summons forth a treme indoes blast of wind that fills the area of effect slashing merchessly at all caught within this area and hurling them backward. The spell inflicts 12d6 damage and all creatures within the area of the spell suffer a bull rush attack. The Strength of this bull rush is equal to the caster's level +20. Creatures who lose the opposed Strength theck are pushed outward away from you, to a maximum distance of the edge of the area of effect. The wind also damages marring to objects and douses any non-magical flames in the area of effect.

SUITERGU'S EMBRACE

ransmutation (Water)
Level: Drd 9, Sho.9
Components: V, 5, DF
Range: Close (25 ft + 5 ft,/2 levels
Area: One creature
Duzation: Concentration
Saving Throw Special
Spell Resistance: Yes

This spen causes a great swelling of the local water kam, causing them to drown victims even on land. The target immediatly begins to drown has per the Dungeon Master's Conder. The creature must make a Fort save each round that they remain within range. The DC for this save increases by 2 each round.

It the roll is failed, the affected character of creature immediately falls unconscious (0 hp). In the following round, the target drops to -1 mt points and is dying. In the third round, the target drowns.

This spell is ineffective against creatures who do not breathe, breathe water, or are immune to critical hits due to lack of discernible anatomy (such as an ooze construct, or plant). Fire-based creat tres take 1d8 damage per two levels of the caster from this spell (maximum 10d8) even if they do not normally breathe due to the water kame suffusing their system.

NOMINUE

Conjuration All, Summoning)
Level Shu 1
Components: V, S, DE
Casting Lime; 1 action
Range: 5 ft

Target One unattended object, up to one cubic it in younge

Duration: Instantaneous Saving Throw: None Spell Resistance: No

This spell allows a shugenja to summon up a his of one element, either fire, water, air or earth. This spell does not create something from nothing, but always summons

the element from within one mile of your position. The element must be comething that occurs naturally in the environment, and is understood by the caster, Summoned water, for example, could summon ice, water, or a small cloud of steam. Summoned earth could provide mud, stone, cand, or soil. Summoned fire or air hovers in a sphere at the caster's command for one round. Fire quickly hums out unless supplied with fuel. Air supplies pure air for up to one minute if contained, otherwise is disperses after one round.

This spell may not summon something into a space currently occupied by a living being, nor do you have enough control over an objects arrival for, say, a stone or cube of ice to be effectively dropped on a creature's head. You can, however, direct the summoned element jots an appropriate container



Ketsu Sodan-Senno-Lson Anvestor Magu

TIME'S DEADLY HARD

A_{cteration} (Earth) Level. Shu 8

Components: V, S, DF Casting Time: 1 action

Range, Medium (100 ft. + 10 ft./level)

Target. One I lage or smaller object, or 5 ft radius per level.

Duration. Permanent Saving Throw Will Negate Spell Resistance: Yes

The affects of this spell are as devastating as they are simple. The shugenja causes an object to wilt decompose, and fall to tuin as if hundreds or thousands of years had passed. Wood rots and collapses, steel rusts and becomes britrle, and stone wears and cracks under the effects of this spell. Only non-living matter can be affected by this spell, a samural caught an an area-effect times deadly hand will watch his armot, kimone, and weapons collapse and crumble off ham.

Most inaminiate objects receive no saving throw against this spell. Magic items receive a saving throw with a bonus equal to their magical plus (or equivalent amount of pluses) and creatures or characters make a saving throw for objects worth

on their persons when this spell is east.

TREMOR

Evecation (Barth, Level: Shu 3

Components V, S, DF Carding Time: I action

Range: Med.um (100 ft. + 10 ft./level)

Target: 100 fr. radius area Doration Instantaneous Saving Throw Reflex negates Spell Resistance: No

The movement of the certh kam is slow and sure. However, heir penderous nature can be upset by this spell, causing the very ground to shake for a moment with enough violence to knock people flat on their backs, causing horses to throw their riders and small structures to collapse. Everyone caught within the area of effect (except the casting shages, a) must make a Reflex save or be knocked prone. Mounted characters must make a Ride check at a -5 penaity or be thrown from their mount, taking 1d6 subdual damage from impact with the ground. Staying atop a horse that is knocked to the ground incurs the same penalties as failing your saving throw.

TSURAMI

Evocation (Water)
Level. Dtd 9 Sho 9
Components: V, S, DF
Range: ..ong (400 ft + 40 ft /level)
Area: Quarter circle with up to 100 ft modus, emanating
from a body of water in range
Burstion Instantaneous

This spell causes a nearby body of water to suddenly swell up in a great wave (shaped like a fist or an enormous samural if the caster wishes) which demolishes everything in its path. Any creatures, structures, and inattended objects unfortunate enough to be in the area when the tsammit strikes take 2008 points of impact damage. Creatures vulnerable to water attacks take double damage. In addition, all targets not

secure, y attached to the ground must make opposed Strength checks (the wave's Strength is equal to 20 + the caster level) or be washed away with the wave when it returns to the body of water from whence in came. Such largets are deposited fifty feet away from shore, or half the radius of the wave, whichever is shorter. These targets are instantly submerged and must make Swim checks or begin to drown. The tsunant also soaks everything in the area and douses all fires to the area of effect.

The radius of the issuami cannot be greater than half the radius of the body of water from which it emerges. Though the issuami returns whence it came after it is used use of this spell effectively reduces the volume of the body of water by thirty percent for twenty four hours (except in the case of the ocean, though there is still a noticeable change in water levals).

WALKING THE WAY

Transmutation (Air)
Level: Shu 9
Components, V, S, DF
Range: Close (25 ft. + 5 ft./2 levels,
Area: 5 ft. by 8 ft. opening
Duration: 1 hour/level

This spell creates a shimmering portal leading to a strange domain known only as "The Way." This portal remains open for a number of rounds equal to the caster's level, during which "me "we Medium creatures, three Small creatures, or one Large creative may pass through the portal per round.

Once within the Way, travelers find them serves standing in a world of switting darkness, with only a silver line guiding them into the distance. The Way seems to exist in harmony with the mortal realm, and a shugeris who knows this spell can navigate the Way with httle difficulty. There are no physical obstructions in the Way, no natural inhabitants, nothing at all save darkness and light. Even time does not seem to pass, though those traveling in the Way age normally.

The Way seems to be seased off completely from all magical access save this spell. Travelers in the Way may not be scried upon nor can they sery upon anyone else. Teleportation effects do not function in the Way, and entra-dimensional spaces (such as a portable hole or wonderful original function cannot be accessed. Travelers in the Way never encounter other groups of travelers. It is a dark, aftent ionely place.

When the spell's duration elapses, another portal opens and the travelers are expelled. The shugenja casting the spell determines where the Way takes its travelers. If you are very familiar with your intended destination, and have been there before, you can arrive in a specific area with no chance of error. Otherwise the Way simply deposits all travelers in a random location 1—100 miles from the starting point. The maximum distance covered by traveling the Way is twice whatever distance the travelers could cover on even ground in an equal amount of time

THE WAVES ARE EVER CHARGIRG

ransmutation (Water) Level: Shr. 8 Components: V.S. Di-Casting Time: 1 action Range: Persona. Area: You

Duration: 10 minutes/level



This spell is identical to the spell shapedwage (See the Player's Handbook²⁰) in all ways, except that you assume a single form, and cannot alter your form at will (except to end the spell and return to your true form).

WHEEL OF FORTURE

Transmutation (Air)
Level, Shu 9

Components: V, S, DF

Range: Close (25 ft. + 5 ft./2 levels)

Area One creature

Duration, Permanent Saving Throw, Will negates

Spell Resistance: Yes

This powerful spell causes an immediate and dramatic redistribution of the target's chi. Roll 1d6 twice, and check the following table.

following table

TABLE 2-5; WHEEL OF FORTUNE TABLE

d6 Roll Result

Strength
Dextor by
Constitution
rheiligence
Wisdom
Charlsma

For the direction of the spell, the target's two selected ability scores are switched. Al. ability modifiers also change immediately. The sudden change could cause the target to suddenly be unable to cest spells, or may cause them to comepse under equipment suddenly too heavy to carry. Enhancement bonuses are not altered by .nis spell and remain. actucked to their original ability score If this spel. targets a creature with no Comertution score, reroll any results that would switch an ability score with Constitution A second casting of wheel of fortime on someone already affected by it reverses the original casting. The results of this spell may otherwise only be negated by a limited wish, wish, or mimile

detail. Further, you may read up to five hundred words (roughly 2 pages or scrolls of tent) per minute. This spell does not grant any additional ability to understand anything you see of read. For example, reading a seroll of a spell you cannot cast would not grant the ability to cast the spell any more than a shugenja teading a book written in a foreign language would gain any ability to speak that language. Only raw data may be stored and recalled with this spell. When the spell ends, you can no longer recall detailed information learned while under its effects unless you cast it again.

WISDOM OF THE KAMI

Divanation (Air) Level: Shu 4

Components: V. S. D.F. Casting Time: Laction

> Range: Personal Torget: You

> > Duration: 10 minutes/level

This speal causes the air kame to rearrange your memories, temporarily granting knowledge in areas otherwise unknown to you. This spearants a +10 enhancement bonus to one akil, of your choice. This bonus is helved for

any cross-class skills, and may not be used on exclusive skills barred to the shugenja class.

anugenja ciasa

Although you may use this skill to gain a bonus to an obscure Knowledge skill you are still considered unakilled and face whitever penalities to your DC that the DM deems appropriate

WITHIR THE WAVES

Transmutation (Water)
Level Shu 6

Components: S, DF Casting Time: 1 action

Range Personal

Incta Meisbodo --

Union's Name Magic

Effect: 20 ft. radius sphere, centered on you

Duration: 10 minutes/level Saving Throw: None Spell Resistance: No

This spell creates a bubble of shimmering water around you and anything in a 20 ft, radius. This bubble moves with you and allows solid objects to pass through it without incident. Spells can be can

into or out of the bubble at will, Liquids and gases are held out of the bubble. Any attack made purposefully at the bubble itself inflicting damage greater than twice

against the bubble itself inflicting damage greater than twice your caster level bursts the bubble and ends the spell

If case underwater, the bubble automatically fills with freshalt. You can will the bubble to move underwater at a rate of 50 ft. per round, carrying a cargo equal to the extra mediumsized passenger per two levels of the caster. A passenger passing through the will does not cause the bubble to burst it samply lets them pass. Creatures may choose to remain within the bubble or exir as they wish, aithough those with Strength is 6 or less cannot push through the bubble.

WISDOM AND CLARITY

Level Shu 2
Components: V. S. DE
Casting Time: 1 action
Range: Persona:
Target: You

Duration: 10 minutes/level

This spell blesses you with the ability to process and recall arge amounts of information. While under the effects of this spell, you recall everything you see, hear, and read in perfect



If the spell ends while the bubble is still underwater, it rises to the surface at a rate of 50 ft per round and bucsts. Passengers may choose to accompany it if they wish.

心しいしょうまいし つろはふふり FUROSHIKI

Transmutation (Water)

Level, Shu 3

Components V.S.E.DF

Casting Time, 1 minute

Range, Touch

Targeti See text

Duration, 1 day per level or unit, opened

Savine Throw: None Spell Resistance: None

You can store an extraordinary amount of material in a small fureshiki sack. Prior to centing the spell, you must prepare a special silk furoshiki and lay the objects to be stored within stop it The furoshiki can store up to 50 pounds of material, plus twenty-five pounds per caster level, to a maximum capac-Jy of 450 pounds. If you attempt to store any living beings

wahin the faroshika the sped fails

When the spell is complete, you swiftly fold up the furosniki until it is one cubic foot in volume. The objects within the furoshik, are displaced into an extra-dimensional space, similar in makeup to a beg of holding. The furoshibi weighs only twenty pounds, regardless of what may be inside frems within the furoshiki cannot be accessed inless the furoshiki is opened. If the furoshiki is burned or destroyed, everything within is lost permanently. Opening the furochiki requires a full round action, ending the spell and causing the contents to reappear stop the unfolded silken bag. If the beg is still unopened when the spell ends, the furoshik; immediately drops to the nearest surface and unfolds itself, producing its contents. If there is no surface nearby the items appear in midate and fail.

Forus. A salken furoshakt sack (1 gp)

VOID MAGIC

Spells utilizing the element of Void are extremely rare. It is impossible for shugerije to cast them unless they have entered the Void Disciple prestige class (see Oriental Adventures*) or possess the Ishiken do feet Any shugenia who meets either requirement may learn and cast these speals normally

VOID SCHOOL

- 2 Drawing the Void. Centrater additional Void points.
- 9 Contemplate the Vold. Increases Void point bonus.
- * Kharmic Intent. Allows the taster and one target to share Void points.
- 5 Essence of the Void. Paralyzes one rarget for a finite period of time.
- 6 Spiritual Presence. Boosts any one ability by an amount equal to the caster's maximum number of York points.
- ? Winds of Change, Grants the target ranks in a skill they do not possess.
- 8 Visage of the Vold. Grants the caster invisibility to magical detection.
- 9 Divine the Future Allows the caster to ask the DM questions regarding the compaign

VOID SPELI

CONTEMPLATE THE VOID

Evocation

Level Vot 3

Componenus, V. S. DF Casting Time: 2 actions

Range: Personal

Effect: Increase use of Void points

Duration: 1 round/level Saving Throw: No Spell Resistance: No

You may can into the essence of the universe itself and increase its flow through your hody. While under the influence of this spell, you gain an additional +1 Void bonus to any attack roll, skill chack, saving throw, or to AC when spending a Void point to increase any of those. You may spend an addirional Void Point on a single roll, check or save while this spel. is in effect. The advantages gained by this spell do not stack with additional custings

かいいしょ たみこ たいていろき

Divination

Level: Voi 9

Componente: V, S, DE, XP

Ceeting Time: 1 hour

Range: Personal

Effect: Glimpec the future

Duration, Instantaneous

Saving Throw: No.

Spell Resistance: No

By reading the ebb and flow of the world around you you can gein glimpies into the future that awaits. By viewing this luture, you help assure that it will come about. You may not alter the events you see coming, but you may be better prepared to deal with them when they occur. After meditating and chanting for an hour, you may satrifice 1,000 experience points in order to ask the DM a single question regarding the campaign in which you are currently playing This question must be able to be answered with a single sentence, and although the DM must answer truthfully, the answer may be as cryptic and vague as he chooses. It is possible to ask up to three questions per custing, but each question requires a separate expendition of experience points

DRAWING THE VOID

Evocanon

Level: Vot 2

Components, 5, DF

Casting Time: 1 action

Range: Personal

Effect: Gain an additional Void point

Duration: Instantaneous

Saving Throw: No.

Spell Resistance: No

You have learned the simplest of the Void's secrets: how to reach into it and access a tiny fraction of its power for yourse, f



With this simple incantation, you can obtain an additional Void point. This additional point may either restore a missing point or it may take you over your maximum if you have full Void points, it is not possible to possess more than double your maximum amount of Void points at any time.

ESSERCE OF THE VOID

Enchantment Level, Voi 5

Components: V.S. DF Casting Time: 2 actions

Range: Medium (100 fr. + 10 ft./level)

Targer One person
Duration: Concentration

Saving Throw: No (Will negates for Void Disciples)

Spell Resistance Yes

By enveloping a target in the grip of the Vool, you can immobilite him in the material world. This spell exposes the target to the wonders of the universe, the unemess and nothingness of all existence. More often than not, however, the target is stuply unwilling to confront the epiphany and simply blacks out until the spell is over. The target is completely immobilized, locked into whatever position he was in when the spell took effect. Each tound, the target may make a Will save to attempt to break free. Otherwise, the spell lasts for at long as you concentrate.

ナルミナル コルススイメ

Evocution

Level: Vo. 4

Components: V. S. DF

Casting Time: 3 actions

Range: Medium (100 ft. + 10 ft /level)

Target: One person Duration. Discharge Saving Throw: No Spall Resistance: No

You have learned the secret of forging a bond through the Votd between you and another individual. This special bond allows each of you to draw upon the other's strength and spirit. You may cast this spell on any willing target, allowing the two of you to share Votd points back and forth at will this bond exists for a number of hours equal to the caster's Intelligence modifier, alchough either party can choose to sever the bond at any point

SPIRITUAL PRESERCE

Enchangment

Level, Voi 6

Components: V.S. DF

Casting Time: 2 actions

Range Liose (25 ft + 5 ft./2 levels)

target One person

Duration: 3 tottods/feve.

Saving Throw Will negates (havinless)

Spell Resistance: No

By reaching deep within yourself, you can use your own connection to the Void to link another to the greater universe. In doing so, you can sharpen any of their physical or mental shifitles to a degree well above their normal range. Upon the spells completion, you man increase any one ability score of the target by a number equal to your maximum number of Void points. This effect lasts as long as you concentrate on maintaining the link

VISAGE OF THE VOID

Abjaration

Level Vot 8

Components: V. S. DF Casting Time: 2 hours

Range: Personal

Effect: Creates a personal anti-magic field

Duration: Utscharge Saving Throw: No Spell Resistance: No

By focusing on the nothingness of the Void, you may that yourself from the elemental karm that enable more traditional elemental spells. While you are thus concealed, you do not set off any type of magical alarms. You are invisible to wards, betters, or alarms established by spells of lower level none of which react to your presence in any way, takewise, you may not be detected by any spell-like ability. Etnally, any spell-caster attempting to target you with a spell of lower level must first succeed on a contested intelligence chack. If the caster wins, the spell works as norma. If you win, the spell has no effect upon you. The spell is discharged the first time a spell-cast upon you successfully unless you spend an additional Void point. Otherwise it lasts for a number of hours equal to your Intelligence modifier or until you choose to dispel it.

WINDS OF CHARGE

Enchantment

Level- Vol. 7

Components: V. S. DF

Casting Times 4 actions

Range: Touch

Effect: Links one person with the Void

Duration: 24 hours Saving Thraw: No Spell Resistance, No

Obeness with the Vold confers infinite knowledge and wisdom on all who experience it. You may bring that wisdom to others by hinking them with the majority of the Void You may choose any one person as your target so long as that person possesses at least three ranks of the skill Knowledge (Shintao). While you concentrate upon the target, they are considered to have four ranks in any skill of your choosing. This skill must be chosen at the time the spell is cast. The target gains full use of the skill in question for the ontire data tion of the spell.

МАНО

As discussed briefly in Oriental Adventures?" mano is a forbidden type of magic that exists only in Rokugan. In fact, the practice of maho is perhaps the greatest crime in the Empire It is so terrible that any found practicing it are not a lowed the option of honorable seppulsu but are instead publicly executed, the greatest shame that can befall a samural.

Maho is so reviled because it is unquestionably a brack art. Casting a maho spell is actually a titual calling out to Jayoku.



the Realm of Evil, for power. The lands of corruption enthusiastically bestow power upon any who are willing and able to request it, but there is a price. A sacrifice must be made to before these speals will function, and the price demanded is blood. Jigoku is not particular, it accepts blood from any creature with an Intelligence of 3 or higher, not just the caster.

Mano-tsuka, who have spells from previous classes may choose to exchange those spells. Any arcane or divine spell may be lost from the maho-tsuka's known spell list permanently in exchange for any one maho spell of equal or lower

evel

Dock sorcevers who have not taken the main-tsukai prestige class can also cast main spells. They must have the ability to east apells of at least the mabo spell's level, and they must have a number of Shanowlands Trint ranks equal to or greater han the mains spell's level. For example, a shugenja who wished to east Choking Doath would need to have the ability to east level 2 divine spells and possess at least 2 ranks of the Shadowlands Taint

Spells marked with a * on the following expanded mahosnell list are new to this hook

1ST-LEVEL MAHO-TSUKAI SPELLS

Bane, Enemies suffer =1 attack, =1 on saves against fear Blood and Darkness." Creaces superagainated a kness for to fit around caste.

Blood Rite." Consumes blood to boost abusties by +1 or recover .d4 hit points:

Bleeding," Causes the target's wounds to bleed freely, losing 1 hit point per round.

Cause Fear. One creature flees for 1d4 rounds Cobre's Breath. Spir poison in a 10 fr. cone for 1 C.ord damage

Curse Water. Makes unholy water

Deathwatch. Sees how wounded subjects within 30 ft. are Detect Undead, Reveals undeed within 60 ft

Doom. One subject suffers -2 on all attacks, damage, saves, and checks.

Drain Soul.* Lowers the target's Con and Str by 1 temporarily.

Ghost Light. Ghostly green redunce causes fear Heart of the Dammed? Drains energy from corpses to heal the catter.

Infilet Light Wounds. Touch anach, 1d8+1/level damage (max+5).

Invisibility to Undead. Undead can't perceive one subject/leve.

Legacy of the Durk Otte* Destroys an opponent's Void points.

Ptin? Inflicts severe pain on target, increasing all DC by +5 Ray of Enfeeblement. Ray reduces Str by 2d6 points +1 point/two levels.

Summon Undead Champton." Summons a single zombie.

STELLS MAHO-TSUKAI

Apparition. Target's face looks terrifying, viewers may become shaken

Choking Death. Infects the proget with pneumonia.

Darkness. 20 ft. radius of supernatural darkness.

Death Knell. Kills dying creature, you gain 1d8 remporary hp, +2 Str and +1 level

Descripte, Fills area with negative energy, making undead stronger

Gende Repose. Preserves one corpse

Ghoul Truch. Paralyzes one subject, who exudes stench (2 penalty) nearby.

Inflict Moderate Wounds, Touch arrack, 2d8+, /level damage (max +10).

Kiss of the Toad. Poisonous touch deals 1d3 Con damage, repeats in 1 min.

Limb Disruption* Costs the target temporary use of one limb

Mists of Fear* Causes fear in rarget for 1d4 rounds Scare. Panics creatures up to 5 HD (15 ft. radius) Spectral Hands, Creates disembodied glowing hand to deliver touch stacks

Summon Monster II. Calls outsider to fight for you.





Summon Swarm. Summons swarm of small crawling or flying creatures.

Tashe's Hideous Laughter. Subject loses action 1 round after casting

SZELLS MAHO-TSUKAI

Animate Dead. Creates undead skeletons or zombies.

Bestow Curse. 6 to an ability, —4 on attacks/saves/checks, or 50% chance of losing each action.

The Garess of Fu Leng* Corrupts pale nears of up to 20 pounds.

Contagion. Infects subject with chosen disease Dark Wings? Grants the caster wings to fly (twice maximum ground movement rate attacks at -2, causes unarmed +d4 damage)

Fear Subjects within cone flee for i round/level.

Halt Undead, immobilizes undead for 1 round/level.

Hate's Heart.* Inspires haired in one target

Inflict Serious Wounds* Touch attack, 3d8+1/level damage max 15:

Negative Energy Protection. Subject resists level and ability drains.

Poison, Touch deals 1d10 Condamage, repeats in 1 mm...

Speak with Dead, Corpse answers one question/two levels

Summon Monster III. Calls outsider to fight for you.

Vampiric Touch. Touch deals 1d6/two raster levels; caster goins damage as hp

TSUKAI SPELLS

Areane Eye. Invisible floating eye moves 30 ft./round.
Cloud of Taint. Damages and sickens untained creatures.
Creeping Darkness. Create 5 ft. radius cloud of mky black tiess that haves at your command.

Enervation. Subject gains 1d4 negative levels Evard's Black Tentacles. 1d4+1/level tentacles grapple candomly within 15 ft.

Fatigue. Creature touched becomes fatigued. Glant Verman, Turns insects into gions

Heart Ripper R(is 1d4 living creatures with less than 2 HD.

Inflict Critical Wounds. Touch attack, 4d8-1/level datage (mzk +20).

Lesser Planar Rinding. Traps outsider until it performs a

Phantusmal Killer. Featsome illusion bills subject or deals
3d6 damage

Polymorph Other. Gives one subject new form. Polymorph Self. You assume a new form.

Rise Again. Allows the caster to return from the dead under certain conditions.

Solid Fog. Blocks vision and slows movement Summon Monster IV Calls outsider to fight for you. Wall of Bones. Creates a bone wall that can be shaped Water to Poison. Transform water into ingested poison.

STH-LEVEL MAHO-TSVKAI SZELLS

Blood of Fire. + blood massles deal 2d8 damage each Circle of Doom. Deals 1d8+1/level damage in al. date. Hous. Cloudkill. Kills 3 HD or less, 4—6 HD save or die Contact Other Plane. Ask question of extra-planar entity. Insect Plague. Insect borde limits vision and inflicts

damage, and weak creatures flee

Disposa -

an influences

Maho Tankar

Gift of the Kansen." Traps any one spell inside a gift box allowing that spell to later target anyone who opens the box

Magic Jan Enables postession of another creature

Mental Weakness. Target suffers -4
pensity to Will savos.

Nightmare. Sends
vision decling 1d10
damage, fatigue
Obsidion Armor?
Protects the caster from
spells that target the

Slay Living Touch attack Kills Subject. Stealing Breath!

Collapses the lungs of one target incapacitating them until magical aid can be obtained.

Summon Monster V Calis outsider to fight for you.

Truth is a Scourge* Target must speak their exact thoughts at all times while under the influence of the spel.

Unhaliow Designates location as unhory.

Wood Rot. Wood item or plans creature tots and becomes worthless.

GTH-LEVEL MAHO-TSVKAI 57ELLS

Blade Barriet Blades encircing you deal the damage/level Circle of Death X listeld HD/leve

Create Undead, Chouls, shadows.

wights, or wraths.

Eyebite. Charm, feat sucken or sleep one subject Forbiddance. Denies area to creatures of another alignment. Harm. Subject loses all but 1d4 hp

Planar Binding. As lesser plenar binding, but up to 16 HD. Repulsion. Greatures can't approach you

Sinful Dreams. Causes one target to experience intense dreams about the caster. The caster receives +10 to Bluff.

Diplomacy, or Intimidate checks against the raige, for the next 12 hours.



Summon Greater Kansen." Summons a powerful Shadowlands spirit.

Sword of Darkness.* Bade of negative energy attacks your apponents.

JTH-LEVEL MAHO-TSVKAI 57±LLS

Acrd Fog. Fog deals acrd damage

Blasphemy, Kalls, paratyzes, weakens, or dages non-eyi.

Control Undead, Undead don't attack you while under your constraint.

Greeping Doom. Carpet of insects attacks at your command.

Destruction. Kills subject and destroys remains

Finger of Death. Kills one subject.

Insanity. Subject suffers continuous confusion.

Possession.* Caster takes command of targets body. Simulacrum. Creates partially-real double of a creature

Summon Oni* Summons an one forth from Jigoku

Tomb of Earth* Replaces a target's Earth with the caster's Taint causing 1d4 Con damage per tound maintained. Caster suffers 1d6 subdual damage per round.

Withering Pain Touch attack deals 1d4 Str damage and 1d4 Con damage,

8TH-LEVEL MAHO-TSUKA) 57ILLS

Anripathy. Object or location affected by spell repels certain. creatures.

Clone, Duplicate awakens when origina dies.

Create Greater Undead. Mummies, speciers, vampires, or

Fierce Blood of the Earth* Hairs all aging for one year Fu Leng's Champion" Transforms one aving human into an undead creature.

Creater Planar Binding. As lesser planer hinding, but up to

Polymorph Any Object. Changes any subject into anything

Summon Monster VIII Calls outsider to fight for you. Symbol. Triggered runes have array of effects.

Tainted Aura, +4 AC, +4 resistance, and 25 SR against good

Trap the Soul. Imprisons subject within gem

9TH-LEVEL ホスみひ-TSUKAI S7ELLS

Energy Drain. Subject gains 2d4 negative levels

Implosion. Kills one creature/round

Power Word, Kill. Kills one tough subject or many weak

Rise, Taint* Summon an elemental terror.

Soul Band. Traps newly dead soul to prevent resurrection.

Wail of the Banshee, Kills one creature/leve.

Weird. As phantamal latter, but affer is all within 30 ft.

MAHO SPEI

BLEEFIRG

Necromancy

Level: Mah 1

Components V.S.M.

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One person or animal

Duration, 5 minutes

Saving Throw: Fortitude negates

Spell Resistance: Yes

The mabo-taukat can increase the flow of blood to a rarget's wounds, causing them to lose vitality at an alarming rate. By casting this spell upon a target who has an existing wound the maho-tsukai causes that wound to bleed freely, resulting in the loss of 1 hit point per round. The target of the spell may ron a Fortitude Save each round (DC equal to twice his remaining hit points) to end the effects of the spell.

BLOOD ARD DARKRESS

Byocation [Darkness]

Level, Man i

Components: V M

Casting Time: 1 action

Range: Fersona.

Target: You

Duration: 5 minutes/level

Saving Throw: None

Spell resistance, No

This spell is identical to darkness (Player's Handbook;" page 190), except that the caster may only use it upon himself. The zone of darkness remains in place after the casting even if the maho tsukai moves. The area of darkness created extends 10 ft. in an directions from the caster.

BLOOD RITE

Necromancy Cevel. Mah 1

Components: V. S. M.

Casting Time: 2 actions

Range: Touch

Bifect: Draws strength from blood

Duration. Instantaneous

Saving Throw: No.

Spell Resistance: No.

Maho-tsuka, are able to use blood, the fluid of life to restore their health and increase their abilities. For each gallon of freshly spilled blood (equal to 15 lost bit points) sacrificed as part of this spell, the maho-tsukal may either regenerate 1d4 hit points or add a +1 to any ability of their choice. The hit point gain is permanent, but cannot increase the caster's hir points beyond his current maximum. The ability boost lasts for a single hour.



THE CARESS OF FU LERG

Iransmutation Level Mah 3

Components: V, S, M Custing Time: 2 actions

Range: Medium (100 ft. + 10 ft./level)

Terget: One person or object Duration, Instantaneous Saving Throw, Ref save negates

Spell Resistance, No

this insidious spell allows the maho-tsukal to corrupt that which is most resistant to the Taint, jade. This spell may target an object composed entirely or partially of Jade or an individual who is carrying Jade of some form. In either case, the Jade in question will become blackened, rotten, and useloss. Objects up to 20 pounds may be affected entirely larger objects will only partially be corrupted. An individual with multiple Jade items who is targeted with this spell will find their single largest Jade item corrupted (again so long as it does not exceed 20 pounds).

CHOKING DEATH

Necromancy

Level: 2

Components: V. S. M. Casting Time: 1 action

Range, Touch

Target, Living creature totalies

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spel is identica, to confegion (Player's Handbook)" page 18?).

DARK WINGS

mester fatton [Seaf]

Level: Mah 3

Components V, S, M

Casting Time: 2 actions

Range: Personal

Effect: Caster manifests wings

Duration: 2 minutes/level

Saving Throw: No

Spell Resistance: No

The maho-taukai can call upon J goku to provide a useful means of quick travel or escape from ones enemies. Spon completion of this spell, dark leathery wings erupt from the caster's back. The wings allow the maho-taukai to fly at twice his normal ground movement rate. The wings may be used to strike opponents, but suffer a -2 to the caster's attack bonus. The wings inflict normal unarmed strike damage plus 44 additional damage points. The flight type of Dark Wings is poor (see Monster Manual) page 7).

DRAIR SOUL

Necromancy Level: Mah 1

Components: S, M

Casting Time: 1 action

Range: Close (25 ft. 1 5 ft., 2 levels)

Target: One person

Duration: 1 hour Saving Throw: Fort negates Spell Resistance: Yes

By attacking the soul, the make tsukal cripples the body. The target of this spell loses 2 points of both Strength and Constitution for the duration of the spell, thereby decreasing the target's ability bonus by one for each. Once that time has elapsed, the target's abilities return to normal.

FIERCE BLOOD OF THE EARTH

Necromancy Level Mah 8

Components: V. S. M. XP Casting Time: 10 hours

Range: Personal

Effects Helts aging for 1 year

Duration: 1 year

Saving Throw No.

Spell Resistance: No.

This dark ritual requires a single living creature with an Intelligence of 3 or higher to be excriticed as part of its components. The speak very painfully extracts the life force from the sacritice and imports it to the caster. This stolen life energy completely hats the aging process for the caster for one full year. During that time, the maho taukar will not visibly age a any way. Cast on an annual basis this spel, grants virtual immorts ity to any maho taukar able to procure suitable sacrifices. There are some since effects, I oweve. The caster's internal organs become dried and designated from this process, and the skin becomes dried and cracked after a few uses. If st any point the caster loses the Taint, he immediately dies.

Material Component, one avang sacrifice, 500 experience

boruss

FU LERG'S CHAMPION

Neuromanov

Level Mah 8

Consponents: V. S. M. Casting Time: 10 hours

Runge: Close (25 ft. + 5 ft./2 levels)

Targeti One person

Ducation, Permanent

Saving Throw: Will negotes

Spell Resistance: Yes

One of Fu Leng's most horrifying spells, this allows a make tracket to transform a living person into an undead monstrosity. The speal requires a living target who must be present during the entire risual. Upon the spell's completion, the target will be transformed into any one kind of undead creature that exists in that campaign world (caster's choice) unless the target makes a successful Wil, save.

GIFT OF THE KARSER

Necromancy

Level Mai. 5

Components: V. S. M.

Casting Time: 2 houts (plus subsequent casting time)

Range Touch

Targer: One specially prepared gift box

Duration: Until triggered



Saving Throw: No Spell Resistance: No

Cift of the kansen is one of the most metahous spells in a mahotsukate repertoire. Using a ritual that involves the careful preparation of a guit box, the maho tsukat may scal another spel, within the box, causing it to go off when the box is opened. The ritual involved is two hours long, after which the maho-tsukat must animediately tast any other spell be known. The second spell does not take effect, but is locked within the box. The next time the box is opened, the second spell unusediately takes effect just as if the maho-tsukat had cast it upon the individual who opened the box.

HATE'S HEART

Necromancy Level Mah 3

Components, S. M.

Range: Medium (100 ft. + 10 ft./fevel)

Targets: A.l aving creatures within a 15 ft. radius

Duration Concentration Saving Throw Will negates

Spell Resistance: Yes

This spell is identical to emotion (Player's Handbook," page 199), except that it can only arouse the emotion of hate within a target

DEARAD EHT TO TRACH

Necromancy Level: Mah 1

Components: V, S, M

Range: Close (25 ft. + 5 ft./2 levels)

Target Corpses or undead

Duration. Instantaneous/10 minutes per target HD

(see FH text)

Saving Throw Will negates

Spell Resistance; Yes

This sped is identical to death knell , Player's Handbook, a page 191_h except that it targets corpses or undead rather than wounded beings

LEGACY OF THE DARK ORE

Necromancy

Level Mani

Components: S, M Casting Time; 1 action

Range: Close (25 ft + 5 ft./2 levels,

Target: One person Duration: 5 minutes/level Saving Throw: Will negates

Spell Resistance: Yes

This spell allows the maho-tanksi to temporarily weaken the link between a target's spirit and the realms beyond this one. Targets that fail their Will saves automatically lose 2 Vosd points and cannot regain them until the duration of this spell has expired. Void disciples who are targeted lose the Void points, but can use their magic to recover more points at will.

Targets who possess no Void points simply lose 1 his point.

LIMB DISRUPTION

Necromancy

Level: Mah 2

Components: 8, M

Costing Time: 2 actions

Range: Medium (100 ft. + 10 ft./level)

Target. One person

Duration: 5 minutes/level

Saving Throw: Fortitude negares

Spell Resistance Yes

Brutal and primative, this speil painfully and temporarily robs the target of the use of one limb. The target limb must be declared at the time of the spelly casting. If affected, the target takes 3 points of damage and gains (10 DC to any task using that limb for the duration of the spell

MISTS OF FEAR

Necromancy

Level: Mah 2

Components: V, S, M

Casting Time: I action

Range: Glose (25 ft. 15 ft./2 levels)

Target: One living creature

Duration: 1d4 rounds

Saving Throw. Will negates

Spell Resistance, Yes

this spell is identical to couse four (Player's Handbook," page 182), except that it can affect targets of up to 18 H.t Dice

7AIN

Necromancy

Level: Mah 1

Components: V, S, M.

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target One person

Duration: 10 minutes

Saving Throw: Fort negates

Spell Resistance: Yes

Another simple and brutal spell raught to beginning mahorsuket, this causes the target to be wracked with intense pains that shoot all throughout the body. This results in a +6 to all DC for the target for the spell's duration.

POSSESSIOR

Neuromancy

Level: Mah 7

Components: V, S, M

Casting Time: 4 actions

Range: Close (25 ft. \Rightarrow 5 ft./2 levels)

Target: One humanend

Duration: Indefinitely

Saving Throw: Will negates

Spell Resistance; Yes

By focusing his will upon a ranger, a make-tsukat can invade the target's mind and take control of their body. This leaves the caster's body completely inactive, as if in a deep sleep. For the duration of the spell, the caster possesses the target's body as if it were his own. If the caster attempts an action that is strongly against the target's nature (such as harming the target body or the target's loved ones), the target receives an additional Will save to attempt to force the caster's spirit out. The target may make a Will save once per day to attempt to force the tsukai's spirit out. After three failed Will saves, the target gains one point of Taint for every failed save thereafter.

RISE AGAIR

Neuromancy Level: Mah 4 Components V, S, M, XP Casting Time: 3 hours Range: Persons

Biffect: Allows for return from death

Duration: 24 hours Saving Throw Mo Spell Resistance: No

The reach of the Dock Load extends to death and beyond. This elaborate rateal allows a mano-typic to return from the grave. If the caster is sain within 24 hours of casting this spell, he simply regenerates all wounds and awaken within 48 hours of his death. This spell incurs the normal penalties and costs for returning from the dead.

XP COST 1,000 experience points

OBSIDIAN ARMOR

Necrosmancy Level. Mah 5

Components: V S. M Casting Time: 2 actions

Bange Persona

Rifferth Protects from anti- aint ape is

Duration: Discharge Saving Throw: No Spall Resistance: No

Maho-tsukai can surround themselves with an aura of Taint which protects them from damaging magic. The first time that a spell of equal or lower level that specifically targets the Taint is cast on the maho-tsukai, this aura automatically cancels the spell. The aura is destroyed by canceling a single spell and must be recast if the caster wishes to deflect a second april

SINFUL DREAMS

Necromancy Level. Mah 6 Components, S. M Casting Time: 5 actions Range: Close (2) ft. + 5 ft./2 leve.s)

Target: One person Duration: 24 hours

Saving Throw: Will negates Spell Resistance: Yes

Sometimes the simplest plovs are the most effective. The mahn-tacks focuses on a single target, the next time the target goes to sleep, they have torrid dreams about the caster. These are not normal dreams, but extremely intense and graphic dreams that shake the target's resolve and self-confidence. If the caster approaches the target within 12 hours of the dreams, he receives +10 to any Bluff, Depiomacy, or Intermidate checks against the target. Such checks specifically designed to seduce the target teceive a +15 bonus rather than +10

STEALING BREATH

Necromancy
Level Man 5

Components: V. S. M Casting Time: 3 actions

Range: Close (25 ft. + 5 ft./2 levels,

Target: One person Duration. Permanent

Saving Throw: Fortifude negates

Spell Resistance; Yes

The mano-taukar can now actually collapse the sungs of his enemies. The target of this spel, drops to the ground despentiely tighting for breath. Any amons he takes have a +10 DC until the target can be treated with a healing potion or spell.

TOMB OF EARTH

Necromancy Level: Mah 7

Components: V, S, M Casting Time: 2 rounds

Range: Close (25 ft. + 5 ft./2 leve.s)
Target: One untented person or eteature

Duration Concentration Saving Throw: Fortifule negates

Spell Registance: Yes

In many ways the exact opposite of temb of Jade, this speareplaces the earth within a target's body with impure Tains. When successfully cast, this spell seizes the target in a mystical grip that prevents any physical action. Mental actions may still be performed. Each round that the spell is maintained, the target takes 1d4 Constitution damage but the caster takes 1d4 subdual damage.

TRUTH IS A SCOURGE

Necromancy
Leval: Man 5
Components: S, M
Casting Time: 2 actions
Range: Close (25 ft. 5 ft./2 levels)
Target: One person
Duration: 3 minutes/level
Saving Throw Will negates
Spell Resistance: Yes

Similar to zone of truth (See the Player's Handboop's), this spectrauses a target to tell the truth. Unfortunately for the target bruth is a scourge lasts longer and has a more severe effect. Not only must affected targets tell the truth, but they speak exactly what comes into their mind at the very moment they think it. Simply put there is no difference between thought and speech so long as this spell lasts. In a society which places importance on preservation of face the way that Rokugan does, this can have a devastating effect. Many targets find themselves placed in a situation where they must become tonin or commit seppulse following the disastrous effects of this spell. This is simply another way for maho-tsukal to show samural the folly of the society they protect



CHAPTER THREE:

LIFE IN ROKUGAN

Mester of a game set in Rokugan, must be an in engaged able on the actural and histor. Insented the setting. The chopser on the history and current of Rokugan, in this book should be in invaluable resource, and one of should become familiar with. As the DM, in it your job a introduce Rokugan to your players and perhaps the harder part of that will be to immerse them in a completely no society Many grow up hearing takes of knights in shining armon, might evidently, and write rogues from the past, making the besit settings of Dangeons and Dangons' relatively sample to pack up. Rokugan presents a unique challenge in that its society is very little like the one we live in roday.

With that in mind, here are some guidelines to help you along the roads and hanways of the Jade Empire

SULTING A TERIT LARUMAN

"Every journey begons with a single step

- The Tao of Shinser

A playing first Rokugain character will input likely not be the cowning glory of their Chin. Without a little direction from the Game Master, a character could end up either completely

recess as an eccurrier with nothing but combat sails and recess portly wrong for the setting (an elven Phoenix ninta and Conferenced what's wrong with poisson).

canny settings. Rokugen lends itself to a struction choose to give your character very little in the way of background and go from there, in the Jade Empire, howe er a character with the end know his Clar and family (if any), and be oware of the situations surrounding than. Means everyone in Rokuger has an allegance, and the liey to a well tun cameaign with be playing those factions against each other Where the players fit in to up to you and them as the game progresses.

Brep in mand that the serting of Rokugan has great potential for games of intrigue and deception. When your players begin to make their characters entourage them on the shifts that may seem a bit useless in other sertings, Skin's like Blait. Diplomaty Innuendo and Sense Mouve can as be this cap as of an acoust setting. Even day to day, these skills are useful in the lade Briptic for injurithm fit many other settings. By the same token, sample generally have no need for skills such as Climb. Most Lion bushi don't go around scaling walls to get into places.

Non numers are extremely rare in the Empire and the La te equally so in your campaigns. Exchagam are the descendants of gods and herr Empire is just that their's Outsiders are treated with suspicion at best, even if they are humans from another place. Naga are somewhat excepted from this attitude, as the make men have stood by the side of the Empire in recent times of war. Since the Maga race has falsen into a 5 umber lone Naga wandering outside the

Shinomen Forest are extremely rare. Nezumi, while being largety accepted by the Clan of the Crab, are viewed as semi-turelligent glant rats and thieves by the test of the Empire. While they are more than simply semi-intelligent, the Nezumi's reputation as thieves is not unmerited, and a wise Ratling will prefet to stay far away from most of the Empire inless well hidsten.

THE FIRST

A summers for pan one yeak for he have a much a no own actions. Honor is measured in a pure soul, a clean blade, and a trustworthy frank."

--- Miramoto Temoru

Okay, so you've finally familiarized yourself with the rules and setting for Roxugan, and your players have heroically crafted their first characters. When you all finally get together, your party looks like this —

Cary, playing Miramoto Kikaze, a Dragon samurai with duelst skills.

Jated, playing Matsu Fujuku, a Lion saments with an exceptional archery talent

Michelle, playing luchi Kejiko, a Unicorn shugenja focused on healing magics.

Casey, playing Dokstit, a unaligned Ninja.

At a first giance, the characters are well done, with the play ere even making an extra step to make sure they've created something other than "Generic Clan Samurai #5." Things look fine until you reslike that in your campaign, the Diagon and Lion Clans are currently at war. Why would two samurai from warring Clans be traveling together without hacking one another to pieces? On top of that, Michelie's character has a bitter hatted for the Lions, since disbonorable Lions pillaged het grandfather's estates. As if that were not enough, you suddenly reaser Casey didn't bother to hide the fact that Dokatu's a maja. Once Kileste, Fujiaki, and Kejiko firash trying to kill one another, they're probably going to be compelled to cut Dokatu to tity ribbons.

These are two ways to handle this situation - adding a bit more story to the characters' background, or retooling the characters to fall within certain guidelines for your campaign. If the players wish to keep their characters (and most will), a httle creative background explanation can smooth out the problems between characters. Perhaps Mirumoto Kilaze and Marsu Fojiaki were childhood friends before the war began. Now traveling together, they are working to find a way to end the war between their two Clans. Not only does this solve the problem of the two samuras possibly killing one another, in adds a race subplot to the campaign you already hail in inited. As for Juchi Kejiko, it could be that she simply wants to bring her ancestor's vengezore down on those that attacked her g. andfather's holdings in such a cowardly and shameful manner. When Kejiko finally comes face to face with those she seeks to punish, Jarod's character will be in an interesting position. Will he follow his loyalty to his Clan, or adhere to the tenets of honor?

As for the minjs, Dolesto, a little backtracking is necessary, and a cover story is essential—no honorable member of the samural caste would travel in the company of ninja. However,

if Dokatu were perhaps a dishonored member of the Momento family, haved by the same Lion Kejiko seeks to desure another layer of character interaction and sub-plots appears Will Dokatu treat Kikaze as an irritating, daily reminder of how he has failed, or will Dokatu took upon Kikaze as something he aspires to be again? What if Dokatu becomes emitten with Kejiko? How will be react when his Lion employer suddenly orders the death of the Unicorn manden?

Not all DMs will be presented with characters that can easily be turned into a well-formed party, or even a party that has any business traveling together at all. The other way it handle this situation is to set down guidelines for character generation before the campaign begins. This method is generally best used when the DM tells the players before they acreally make the characters. Constantly rejecting characters w. lead them to either make characters too quickly, putting to real thought into them beyond hoping the DM will accept this version, or just frustrate the players. Guidelines for a campaign do not have to be complex to thake sure the party his the campaign. Simple rules such as 'All characters must have an Isijutsu Focus of at least 2" can be used to bring together severs, characters at the beginning of a tournament It is her easy enough to create a reason that could cause at the charaters to with to work together

Another method that works well is the magistrate campaign. If the characters are Imperial Magistrates, they will more readily set aside the prejudices of their Clans — after all; even the Great Houses of Rokugan must bow to the author of the Imperial Throne. Their orders carry the weight of the Emperor's word, and to ignore that in favor of bicketing workshother would be the must of a worthless samural. This approach is perhaps the most common, as it is the easiest way to bring characters of widely different backgrounds rogethe A similar, though less common, approach is to make the characters members of the Imperial Legions. In a campaign that will include a war-heavy setting, being representatives of the Emperor's personal army affends several unique opportunities and experiences.

Finally, if you have a specific sort of campaign in mind, it may be best to lay out stricter rules for character creation before your players start hammeting out their samural characters. It you intend the characters to hant down make taken it one of their main goals, a bunch of courtiers with no knowledge of magic at all will probably make the campaign neath impossible. Campaigns with specific goals require a few guidelines to keep things running smoothly. In the example of a make hunting campaign, your guidelines could be

- At least one shugerya from the Crab Clan
- At least two characters with Knowledge (Maho) 3 or Spelicraft 3
- No more than two samura.
- No characters from the Phoenix Clan

Even stricter guittelines could be

- One Crab Shugenja, with Knowledge (Maho, 3 or Speikeraft 3
- One Crab Sammar
- Two Dragon Shugenja, with Knowledge, Maho, 3 or Spellcraft 3
- One Dragon Samura:

Of course, the extreme form of this sort of character control is simply rolling up the characters yourself and allowing the players to pick. While this can be good for an introductory



game or as a way to give players a break from characters that are getting a little stale many players will almost always want to make their own characters.

As with all campaigns, it's usually best to make sure your players are comfortable with whatever rules you set down before diving in People grent going to care if an Oni has possessed the Kirruki lord if they didn't get to play anything that they wanted.

Α ΘΠΙΠΙΆΤΠΙΑΜ ΠΟΙΆΓΜΑΟ

"You have my amention, Unicorn. I suggest you do not waste that honor"

- Doit Kurohito

More daunting than the form dable tasks of helping players create a character and then helping them work logether is the Job of keeping them interested. This section isn't about being a good GM in general, only tips on how a Rokugani campaign can differ from almost every other setting out there. For the purposes of this section, "Samura," will refer to the samural caste of nobility, which includes the samural shugania, and courties classes

INTRIGUE

At any given point of the history of Rokugan, there are no fewer than six factions vying for position in the Empire. Shortly after the Unicorn left Rokugan, the Six Clans struggled both to define their places in Rok igen and to place themserves in positions of favor with the Hanter Emperors (in the other end of the scale shortly after the kidnapping of Emperor Toturi the First countless forces worked against one another. The Eight Great Clans were at war the Living Darkness was finally acting in earnest against the Empire, the forces of the Shadowlands sought to destroy the Crab in the Shadowlands, the Naga had attacked the Dragon, and even the gentle Brotherhood of Shinsel had been drawn into the conflicts surrounding Rokugan

While these conflicts usually could be defined by open fighting, many of the subtlet maneuvers between these powers happened in quiet manipulation. Remetabe, that above gil else. Rokugan is defined by its culture of enquette and polse. A messenger bearing papers of covert alliance between two families on opposite ends of the Empire can be more deadly then two hundred Akodo samural Accusations of dishorar, paisoned tas, false promises, and forced alliances can be far more interesting than simply commanding a legion of so, diers and charging head-first into a war amagine placing your characters in the position to be that messenger traveling across the Empire, trying to reach another dainyo bearing an offer of alliance from their lord Certainly enemies of the character's family or of the family they were trying to reach would much sooner see them dead than successfu.

And what if, when the characters teach their lord's would be ally, they find out their enemy has already made an alkance with the man they are now in the custody of? So long as the characters tend to believe everything isn't as simple as it looks, the Empire will be a smally righer world to game in

HOROR ARD DUTY

At the same time like and unlike an abgrettent, the teness of honor and pushido shape almost every interaction to Robingan. Even those who are without a shred of honor are usually aware of what it is, and what to expect from those who hold it in high regard Simply put the Empire concerns itself far more with questions of "Law and Chaos" than "Good and Evi." Samura: are expected to behave according to the Emperor's law, no matter how immora, or wrong it may seem to those of as used to more libertarian laws. The daimyo who did not collett taxes from a few farms in order to let them live better will be Jealt with far more severely than the daimyo who allowed some farmers to starve in order to meet his taxes.

This is not to say the culture of Rokagan as a cruel one, colapassion is one of the Seven Virtues, after all. Almost all datmyo aspire to rule by Imperial law while maintaining the happiness of their people. However, the central drams of an eastern. setting like Roki gan comes when a samural must compromuse his personal views in order to follow the law of his lord In a western setting, the hero is naturally the loner, the one

who aghte the status que and wins.

To put it simply, the drame of Roxugan ultimately becomes trugedy war, loss, betrayal, and sacrifice connot be avoided in the life of a samurat fiven those who win out against these forces are haunted by them. A classic example is the samural who secretly falls in love with someone who becomes an enemy of his family or Clan, and eventually becomes respons.bie for his love's death. Though the samurat feels deep sad ness and loss, he can do nothing but maintain a stole face while has lord awards him honor, gifes, and tides for his actions.

Though the players should not be constantly tested against situations such as these, the sting of conflict between emotion and duty shouldn't be something the players (and characters) are tenomer of

ますねひいますする

Rokugani citizens define themselves by one thing that sets them apart from "barbarians" and animals - manners. Even the most despicable Scorpion samural knows better than to behave like's rude child in mixed company. Even if none present have the authority to admonish a misbehaving samural someone up the chain of command will inevitably hear about it and rectify the situation. The Empire simply does not toler ate those who do not take the time to act civilized and puntehments can range from a simple public humilation to the dishonomuse execution of the offender and erripping of nobie status and name from his immediate family.

Those who feel the need to be offensive and rude to one another may do so in accepted ways — cunning insults are a favorite in noble court, and those who cannot respond in Kind, or at least honorably handle the situation, stand to lose much reputation. Enemy commanders meeting in the field should never show disrespect for the other by calldish taunting Accepted forms of bossting, or recounting (or a calm manner) the misdeeds of an opponent or his ancestors are proper precursors to a battle. If there is a situation where one can be seen doing something (and remember, Rokugan) believe that ancestors, spirits, and the Celestial Heavens are always watching , you can be sure there is some form of protocol to do it

The thing to keep in mind is that Rokugani value those who can maintain à caim demeanor at all times over those who



bluster with curses and boasts, Many saturtions can be made far more interesting when a character is forced to keep his coul while his enemies at two feer away, taking tea at the same table with him. This goes back to the matter of honor and duty, as there will be times that the edicts of civility will overrule the character's desire to do something rash but sarisfying

"You look upon me with suspicion, saying that I am different from you. That is good, The Dark Lord was arready defeated you, and has yet to know what I will share with you.' So spoke the Qumar to the broken Crab forcer."

Compared to other settings for the Dungsons and Dragons®

game, a compaign in Rokugan has many small differences, and situations unlikely to arise anywhere else.

- From Miya Hatori's An Empire in Flames

Being accustomed to the ways of outsiders allows them to be guite a bit more hospitable and welcoming than any others in Rokugan

In all cases, however the appearance of a human form will keep the characters from initially gering into too much trouble The average elf, dwarf, or even gnome can easily be passed off as a funny-looking human. However, dark-skinned yersions of these races ,e.g. Drow), halflings, ogres, gobins, and the like are most likely going to get the "sub human slave labor" treatment, Just take a look at how the Lion Clan deals with the Zokujin a race of intelligent beings treated as nothing more than mindless laborers for their mines. Rokugan, ethnocentrism sees this as acceptable, as long as the Zokujan (or other slaves) are not treated at a "cruel" manner,

While a compargn would grand to a hall if you suddenly tatowall the non-humans in your party into a dungeon or dismond mine, it is a good motivation for such characters to keep

n Line



Magac is a holy art in Rokugan. Those who can shape the forces of the Five Elements are seen as priests and holy men, with a rare gift to hear the spirit world. Naturally, those who abuse this gift are scorned by other shugenja Whi e the forces of magic are everywhere, with spirits in each rock, leaf. breeze, and drop of water actual displays of magical power are uncommon at best Peas ante usually drop to their kneer in wonder at the sight of a shugenja casting the simplest spell, knowing that the shugonja is in tune with the forces that move the world.

In addition, items of a strong magical nature are almost impossible to come by The vaults of the Great Clans usually house five or six powerfu. relics created, discovered, or given to members of the Clan at some point in history. The Ancestral Swords of the Clans are the most famous examples of these, carrying the power of the Clans for inders, and usually in the possession of the Clan's Champion.

Unlike other settings, very rerely will you meet someone who has a casual attitude towards magic, and a party of samurat who each hold a blezing sword and wear enchanted armor to unheard of



Visitors to Rokugan are extremely rare. The Empire's view of themselves as the favored children of Sun and Moon means that oursiders are treated as inferiors at best. Even those who repeatedly prove themselves to the samural of Rokugan never find their standing in society on par with a native The only general exception to this rule is the Clan of the Unicorn.

Crab summeral must) die starbe

マスプロス マカス イガミかくいりき Many campaigns are driven to an extent by the idea that the characters are searching for ways to keep themselves from starving or sleeping in the street. While this is usually not the main plot of a game, it's cer-

tainly a general underlying concept. If the character doesn't have the cash to pony up for new atmor when a rust monater cars his plate mail; he could be in some mouble.

in Rokugan, however, most characters have a master. As a samurat devotes hip entire being to his lord, his lord is in turn expected to ciothe, shelter, and equip the sumura. Repairing or replacing armor, food clothes, a steed or other bit of equipment is a matter of course for a character in the Empire, Of course, samural who abuse this privilege may be assigned to fuless dangerous tasks to show the ford to spend his koku on semure, mare capable of caring for their pussessions. A sumural's katana, Lowever, is somewhat different in the fact that a family award can never be truly replaced. In the event that a samurafi sword is broken or lost, a replacement will usually be made (depending on the circumataneas of the loss - a samural whose hade was broken because he s mply did not care for it may never get another from his mester), but the matter will be taken for more seriously than the replacement of a piece of semon

or even a tine war-horse

The general exception to this rule is the roun, who has no master. A rough is responsible for his own stems and money. and thus will generally possess and buy items far inferior to a samurat with a lord

ROBILITY

Player characters are assumed to belong to the noble class in one form of another. In most cases, even a rouin character had a master and family at our point, or was the child of a samurat Evan if the character does not own land or have a group of versals (and most won't), he is still a member of the ruling class of Rokugan, and should expect the responsibilities and privi-

leges of such. A samarai should be able to demand pretty much anything he requires from a peasant, such as shelter, food or assistance Of course, too much demanding may arreset the attention of the peasant's master, something the character may not want. On the other stde of this coin, as a member of the noble costs, he must give respect to those above hum, and most likely has a lord keeping tabs on him

Samura, are also expected to be educated as nobles are, with the main exception being the Clan of the Crab. The Crab fight a constant war, and do not have the time to spend educating their children that the other Clans do. Though most Crab samura, can read, write, and function in society, they are usually uninterested in such skills beyond their martial applications. For other Clans, however, being able to cut someone into tiny pieces is fine, but those who can do nothing else are usually inocked and scorned as barbarians.

Remember that Monks and Inkyo are not technically smoura, bu, should also work to mainteen their status as intelligent, kind characters. They are priests, after all, and holy men that even samura, turn to for guidance and wisdom

CUSTOMS AND

THE CELESTIAL ORDER

The Rokigani helieve that everything is part of a great Celestia. Pattern, and each hising soul bas a role to play in that partern. Every soul must work to fulfil the destroy required of it Those who defy the Celestial Order risk being demoted to a lower station after reincarnation

Rokuganh social order is composed of three distinct groups semures (those who make war), clergy (those who pray), and bonge (those who work). There is also one non-group, referred to as hinin ("non-people").

S瓜爪リネババ

Of Rokugan's social classes, samural rank above the others The symbol of a samural's office is the dasho, the two-tword set of hatana and wakaash. Only a samurat may own or carry such weapons. Any other individual found guilty of pottesting them may be executed. Al. members of the samurai class are entitled to trial if brought up on charges by another samutai. Charges from lower classes are sumply agnored.

THま 東爪子会えのえ

The Emperor owns all of the land in the Empire, and permits those who owe him fearty to manage it. Those who manage the land must pay yearly tuces to him. The Emperor is also the head of Rokugani religion. In a very real way, the Emperor is the voice of the Celestial Lieuvens - thus his title, "the Son of Heaven."

The Emperor's word is law, and not to be questioned. Emerold Magistrates enforce the Emperor's Law, and the Imperial Legions are his personal armies. Those who dely the Emperor face the wrath of the Magistrates and the Legions, if not all of Rokugan

Though his again	t propiete (46) signification for signification for the signification of the significant of the significan	is, the following list gives a
rangh timelikan lagenti Paolika Dalatya	Translation Club Landon	Troops commanded
Nilsegenshakai Shineilan Thite- Chai Quanti Nilse	Constal Constal Constal Constal Constal Constal Constal Constal	Remy (dasheya's statistical) (5:000 (five legiont)) (5:000 (filegion)) (5:000 (filegion)) (5:000 (filegion)) (5:000 (filegion)) (5:000 (filegion))

THE KUGE

The luge are the elite of the sumural class, those who have inherited nobility and powerful positions within the government. The Emperor is a member of the kage, though he is fur more important than any other member Ranking just below the Emperor are his functionaries, including the durays of the Impetial Families, the Emerald Champion, the Jade Cham pion, the Imperial Chencellor, and the Imperial Advisor

Directly beneath these aidividuals rank the Clan daimyo Though in a technical sense the Minor Clan damayo have equal social status to the Great Clan daimyo. In reality this is not the case. Great Class daimyo have an extraordinary amount of political capital, and are more respected than the damyo of Minor Clane Their "equal" social status is a technicality, nothing more. The datmyo of major families rank just beneath clandamyo. Again, Great Clan families outweigh Minor Clan familles in most political aranas despite equal status

The lowest-ranking members of the kuge are the immediate families of the leaders of each tently. While many samural are allowed to carry the name of a noble house, only a handful -the large - are actually members. The rest are merely survants who comprise the bulke

THE BUYE

The majority of samutai are members of the buke samutai who have no hand or titles, but serve another household. Samurai in service to a house typically beat that house's name. While there are only a few dozen members of the Matsu family, there are thousands of buke who bear the Matsu name. Though these "vassal families" may maintain their own family names, few are so bold as to use any name but their lord's while setting ru an official capacity.

The highest tanking samural of the bake are bureaucrats and military personnel. This includes provincial governots, officers, hatamote (honored advisors), city governors, kare (advisors to a daimyo), Emerald Magistrates, and clan magistrates. These are mostly experienced warriors and courtiers who have been earned positions of importance. Lesser sons and daughters of noble houses are relegated to the rank of buke by default. As they have no inheritance, and serve on direct purpose, they must prove their worth to receive the same respect as their more fortunate siblings



vassal families:

Allie machinetest empanic for the house they some

The test of the buke is made up of rank-and-file samura: Many of these are pisamumi ("ha f-samura;"). These are meinbers of vassal families who have not yet earned the right to carry their tord's family name. These samurai are expected to increase their holdings and earn the respect of their lord. As a result many fi-samurai are extremely ambitious warriors.

It samum also include lowly routh, who by foult or circum stance serve no noble lotd. While routh have no exact place in society, they are samural and must be treated as such As a result many Rolugan, ero uncertain exactly how to deal with routh. Many clan semural find thom offensive reminders of the price of failure. Persants consider them dangerous, lone wolves who answer to no one and could wreak terrible violence without warning.

The absolute lowest-ranking members of this class are ashigard, or career soldiers. Ashigard tend to be ill-equipped and stained in comparison to samural, but are far more reliable than peasant levies. Most houses have severa families of hereditary ashigard, serving as guardsmen, doshin (soldiers sorving magistrates), and school it ring times of peace

THE CLERGY

This class is comprised mostly of the Brotherhood of Shinset. Though shagenja are a part of this group, they are also technically samural due to the special relationship their ancesness shared with the Kami. The roles of manks and shugenja are described in more detail in the Religion section.

THE BORGE

This class comprises peasants, merchants, and craftsmen conlectively referred to as heimin ("half-people"). The highest rank of commoner is the farmer, whose labor feeds the Empire The farmer is followed by the artisan, and finally by the merchant, who creates nothing and is thus the least worrhy.

A heirum may file charges against another heirin if he fears he is wronged but a heirin wronged by a samural has no legal recourse. A samural wronged by a heirin need not bother with a tria. Sometral may technically execute heirin if they feel they have been wronged in any way, and the definition of "wronged" is left to the samural's discretion.

Heimin are usually very polite to semurat

$=T\Lambda$

This non-group is comprised of simin ("non-people"), those whose professions cause them to be considered "unclean." This includes any person whose work regularly involves contact with blood or flesh, criminals, entertainers, and assorted near-do-wells. But are technically not human, so even heimin tend to be abusive toward them. KiJing an etals not a crime, because they are not part of the Celestial Order. But are not allowed to speak to samusal unless the samural commands it

But usually try to avoid samural, if possible

GEISHA

Ceishs are a specia, case Though they are ora, they are expected to speak to samural. In fact, in the company of a geisha a samural is allowed to show emotion and unwind Geisha are primarily entertainers, skilled in conversation,

dance, and music. They are not prositrates, though how a geisha chooses to involve herself with a client is her own business

So tong as a samural keeps his affairs discreet he may do as he wishes.

TIME AND

TIME IN ROKUGAN

"Today? Today I watch the farmers gather rice. Tomorrow, I will watch the farmers gather rice. Boring, perhaps, but preferable to actually gathering the rice every day."

- Fuzake Seknou

It is said that time began when Lady Stin and Lord Moon brought about the Ten Kami. The first recorded event to the nistory of the Empire is the fall of the Kami from the Heavens, shortly after which they began to build Rokugan. The Tribe of Isawa are said to have developed the first method of recording the passing of time though at one point or another all the clans have made their own reckoning of time. For the purpose of simplicity, the method of the Phoenix is most commonly used, for it agrees easily with Imperial texts, as well as being the easiest to understand

DAYS

The Rossigant day is divided into twelve equal-sized hours. Each of these hours has a common name that is used by the peasantry, and a formal name that is invoked during matter of caremony and formal occasion. Nobles generally use the formal name of the nours as a matter of habit.

Hour	Curimon	Formal
5-8 AM	Here	San
8-10 AM	Dragon	Moon
10-AM - Noon	Serpent	Hanter
Noon – 2 PM	Horse	Akodo
2 4 PM	Goat	Doji
4 - 6 PM	Monkey	Sh ba
6-8 PM	Rocator	Bayushi-
8 - 10 PM	Dog	Sh njo
10 PM - Midnight	Boar	H-da
Midnight - 2 AM	Rat	Togashi
2-4 AM	-Ox	Fu Leng
4-6AM	Tigge	Ryoshun

The hour of the Hate is generally when most villages, houses, and castles begin to perform their morning acre Samural awake and perform their morning kars, farmen begin the tasks of the day before breakfast, and the night watch is sent off

In the eyes of the peasanry, there is no need for a forma arrangement of days, weeks, or months. Winter begins when fall turns hererly rold in the morning, and summer arrives when there are no more cold spring dews. A tarmer only cares to know about the reason, and knows through experience when to plant and harvest. Having spent his whole life working the fields, a peasant's sense of season and turing in such matters is marely wrong. Since the homen do not bother to keep forms, track of days, they work during Imperial Holis

cays, which is fine with the peasants and samura alike. The samura are able to get another day's work from the farmers, and the peasants are not bothered by their lines.

THE SERSORS

Through teverence and force, nature dictates the pace of the Empire Farmers must plant and harvest when the time is right, and those who wish to make wer have only the days that nature provides. The seasons do not change their pattern to suit a mortal's wishes, not even the Emperor

The year is divided into twelve months, just as the days fall, not twelve hours. Unlike Rokugani hours their months match up much more with our own. A Rokugani month is 26 days, and is regarded by a more common name and a formal name. The year begins with the month of the Sun, commonly referred to as the month of the Hate, which matches up with April in the spring

Senson	Соттол	Formal
Spring	Hare	Sun
- 4	Dragon	Moon
	Serpont	Hante
Summer	Horse	Akodo
	Coat	Do,
	Monkey	Sh be
Pa.	Rooster	Baytishi
	Dog	Sh njo
Winter	Soar	Hida
	Rat	Togash
	Cir	Fu Lang
	Tigar	Ryoshun

The proper names of the months were made official only recently, by decree of Hanter XXXV, so in many provinces the more common names are all peasants will know. In other ands, peasants and samuran alike will have different common names for some months, the three most popular differences being Crane (instead of Rouster). Tortoise (instead of Dragon), and Sheep (instead of Gost).

SPRING

"For many spring brings hope and warmth. For me, it simply means I have to honor the agreements I made with a Scorpion courtier during the winter to get him to thus up."

Hida Yasabaro

When winter thaws, Rokugan blossoms into its new year farmers in the fields has their hardest reason, for this is when the pienting must begin. The land must be seeded in time so it may be properly hervested in the fell, and enough must be grown to support the class. Too much planting, however, can lead to a daimyo either accusing the village of attempting to use more land than they were granted, or expecting them to further facesese production the following year

Bushi begin the slow task of performing spring parrols. This is often a young samural's first post after passing generals and it can either be a season of utter borecom or the last time a family sees their young. While mass movement of troops is practically impossible during the winter, ambitious dainage send our small groups during the spring to get a "head start" on the inevitable skirmishes the summer season brings. A small group of Daidoji saboteurs could strike quickly retreat to their home, and before an unwary dainage knows what has happened. Bandits also take advantage of imprepared claus at

this time. That is why the custom of the spring patrol was begun long ago. Small turns of fledgling bush: travel along the horders of their provinces, attempting to prevent such strikes against their louds lands. More often than not, however, these patrols return home by the end of the season having seen nothing more interesting than a dead tree fallen in the middle of the winter

As the winter courts are dismissed, the courtiers must to everything in their power to make sure that the alliances, agreements, and other negotiations achieved over the winter months are not wasted. Oscally, the more important treaties are brought to the attention of the Clar thampions of the clars involved to ensure that the agreements will be honored. Such arrangements are often altered several times by the Champions until all parties involved are satisfied. Such matters can take up the whole spring. Less demanding negotiations are handled by family and provincial damyo, and are usually simply acknowledged and acted upon without much alteration. Only the most important matters of the winter courts come to the attention of the Emporer during the following spring.

Oshogatsu, the New Year's Celebration, marks the beginning of spring and the Rokagan, New Year. The first day of the month of the Hare brings this, the most important celebration. of the Empire. Since all Rokugani celebrate their 'bixthdays' on the New Year the festivities are the most elaborate of the year, as families gather to celebrate another year given to them by the Heavens, There are fireworks, parades, festivals, and other activities as Rokugani visit family shrines and holy temples, praying for the blessings of the ancestors and Cainstal Heavone upon their families. It is proper to spend the following day in the family home, thanking the Fortunes, ancestors, and rleavens for their blessings and for another trultiu, year. The Emperor traditionally clossers himself in his chambers after dusk on the first day of the Hare, speaking to Lady Sun directly on behalf of the Empire. However, as the Emperor is no longer the Suns Child nor is the Sim the same, it is uncertain what Toruri the First did .o place of the Hanter Emparors. Fow speak on the matter, though it is known Toruri followed the tradidone of the Hantel, seclading himself in his chambers each New Year's Day. As the reign of Toturi was perhaps the most prosperous and peaceful known to the Empire, few have been thoved to criticize the way Toturi observed the holy ritus...

100所収ます

"Am I whamed of being round Bah. I would rather be round and marvel at the beauty of summer than march rank and file alongside the clans and waste the season shoulding blood and salting the ground."

- Smosh

Romgan is a land of extremes, and the time of summer is perhaps the most obvious proof of it. Though not as physically taxing as the planting season, farmers reach this time no more than spring. The midday heat can be staggering, causing some neimin to collapse in the field, or drying up an improperly placed rice paddy. The humidity in many areas is oppressive enough to make farmers simply wish for the end of their days instead of having to work outdoors. In other areas, the hear is so intense that a simple spark can ignite an uncontrollable brushfire. For the most part, farmers rest during this season when they can, for most of their work involves undoing the damage nature brings to the crops



It is impossible for a summer to go by in Rokugan without one daimyo insulting another, intentionally or not Though the Hanter outlawed large-scale land was long ago, sens or hundreds of smat, skirmishes explude during this time, as the unforgaving heat only sparks the tempers of proud samurat and their masters. The Lion are infamous for taking misut at any small offense, or attempting to wrest nearby farm ands from other clans. Often, a Lion ambassador will state that Lion farms will not be able to support the armies of the Emperor, and demand another clan (usually the Crane) allocate some of their land to the Lion. Mote often than not, the other clans flativ refuse The Lion's response is simple - they decide to see if the other clans can defend their borders with force as well as words. The Crab also use this tactic, citing their never-ending battle against Eu Long so a constant drain on their resources. Other small skirmshee develop over border disputes brought up during the previous winter courts, or insults suffered during that time. All of these are generally allowed by

the Emperor, for it is wise not to allow the mans to become too weak in times of rolative peace However, if a war escalates too much, the Emperor will demand that the fighting cease, for the good of the Empire. This demand comes only once from the Imperial City—if the Emperor's words are not heeded, the intercession of the Emperor himself follows, something few lords are so foolish as to bring

down upon their clans

Courflers generally spend the summer delivering messages for clans at war Depending on a clan's position and attitude, a courtier could be desperately seeking alliances or other ways to end a fight, or smugly gooding the emissaries of his clan's rival Lessimportant courtiers travel the countryetde, wooing the favors of other families, or callying out the terms of treaties made during the wanter. This is generally the most inactive time for a courtier, and many use this time to improve their position in their own family or clan Summer provides such an opportunity though the testing of winter

courts is hardly tame, many take notice of a courtier crafty enough to flourish during the impredicable and harsh times of summer

On the sixth day of the Horse, the Chrysanthemum Festiva, honors the day on which the Kami are believed to have fallen to the carth. It issues one day, but the customs of the Chrysanthomum Festival make it perhaps the most popular celebration of the year. For eight days, for a law before the festival

tion of the year. For eight days, four days before the festival and three after al. labor stops, not even the peasants take up their tools. Originally, this festival telebrated both the founding Kand of the clans and the Hantel Dynasty's connection to Lady Sun, However since both the Hantel Dynasty and Amaseraso have passed into history, the modern festival focuses more on the connection of mankind to the Celestial Heavens. On the fourth day following the Chrysanthemum Festival, the

minions of the Shadowlands have historically created a

bonfire and performed foul and bloody rituals in honor of their dark master. Unfortunate captives would be thrown into the fire as secrifices to the power of Fu Leng. This horfire could always be seen from the watchrowers of the Kait. Wail, and was said to ce ebrate not what has happened but what was to come — the day Fu Leng would rise from the Festering Pir and steal the power of the Impensi House. For the past seven years however no such bonfire has been seen, the Crob cannot decide whether the change is encouraging or ominous.

FALL

"For now, return to our ancestra, home, Matsu Tsuko said, looking to the nor zon. When the winter thous, we will fraish our feed win the Crane as we should nove long ago,"

- Miya Hatori's An Empire in Flames

The end of the summer season is hersided by the yearly monsoons. The tremendous winds and rains provide what is needed for the rice to reach proper maturity. However monagons can destroy other ctops which are not tended properly: wheat, for instance can easily be drowned by the ra n, or ripped from the soft ground by the wind. Fa., is also the season of harvest and tax gollections. Farmer, must have their share of the crops ready for the deimyo's men to collect, as well as any other texes that the village is responsible for Generally, taxes are collected in the form of crops harvested o. other resources of food (such as fish), but cerrain large villages are also known for

pay an amount of tax in coined ackil.

Autumn brings an ultimatum to the clans fighting with one another—end your battles, or stores and freeze. The clans all have fresh foodstriffs to bring to their armies after the harves, but time is against those who wish to continue fighting in the Empire. Winter troop movement is nearly impossible and armies which do not withdraw in time may be stuck in the first snow of the year. It could take them months to return to their homes.

their artisans or other services and must

In which time most of the army would have starved. Bushi and courtiers must work togethe. closely during the fall to evert disaster for their claim. If a claim forces are eaught in the snow, there is no doubt that claim will be buildined and matched for the entirety of the winter, However, things are not as simple as a quick torrest to an army's homeland. For example, if the Lion army had attacked norder to gain tice paddies but did not gain their objective, the Lion general would have a lot to answer for Samural lives lost supplies used and time spent for nothing generally do not took good to a general's lord. An attacking army has to present something to demonstrate the profitability of its effort—hostages are appropriate, or supplies of some sort

Courtiers find themse, was busier now than any other time of year. Preparations for winter court are of foremost importance. Only the truly honored and gifted are divited to the



Dragon Clan Tathwest Man



Emperor's Winter Court, and trayel arrangements may, be made for the winter courts across Rokugan, Though the Emperor's as the most important, most clans attempt to send some of their most capable courtiers to the various winter courts to the lands of other clans. The Scorpton and Crans are present at nearly every winter function, their business being everyone else's business. The courtier also finds haviself work ing with the bushl of the can more than usual, as the cooling weather , eads to negotiations to end the summer lighting. The can usually relies on its courtiers to save face if the summer campaigning has gone badly A common tactic when an attack has gone away is to humbly withdraw, stating that the enemy has defended honorably, or to invoke the will of the Fortunes in ending the fighting. Few clans can take such withdraws. with anything but polite agreement, lest they appear as angrateful or impious upstarts.

The final may of the mouth of the Dog, the last day of fall sees the Bon Festival. This festival honors the dead, and is a time of both communing with the wisdom of the ancestors and bowing to their judgment. It is the most titualistic of the festivals, as calling upon the wisdom and guidance of the dead is a very serious matter. Every major city of the Empire is bedreked with representations of the Elemental Dragons, the Great Kami, white-faced ghosts, and famous spirits of the past Kyuden Doji is filled with great basins of water from the sea into which the Lady Doja disappeared, and the inner rooms of Kyuden Bayush, acquire similar decorations filted with the water of the holy lake both Bayush, and Shoruro rest in. It is during this time that the spirits of the dead are closest to the lands of the living, and the ancestors inspect every action of their siving heits. The festival ends with the lighting of small, colored paper lantetus, marked with the names of the spirits of those who died within the past year. Those spirits who are tamble to find short own way to Jigoka use these lanterns as a guide to peace,

WHITE?

"Snow falls quietly during this time, reminding us all that there is more in the Empire than the sample fury of the summer heat, war, and violence. The Heavens themselves ensure than Rokugan knows than"

- Asahusa Kanata

Winter is perhaps the only respite that a farmer will ever know Rokugam winters can be as terrible as the summers, with flerce snowstorms and sleet making outside labor hearly impossible. In this season the peasants repair structures in the arcs, work on their tools, and set about crafting things for the village. Most time is spent indoors, and many people custom

gani winters are so cold (especially in the north), sources of hear are invaluable, and wise peasants conserve such resources. Thus, each night, several peasants house portions of the whole village in their houses, using the canades, fitewood, and other sources of hear rationed for one house to warm many people.

Bushi spend the winter either training or braving the winter courts. Though troop movement across the Empire is nearly impossible during this time, most militant families reserve large greas of their lands that are conductive to training. Promotions are awarded shortly before training starts—those soldiers who performed exceptionally well during the summar campaigns are awarded titles of honor, and, or posttion, and sometimes all three The samural so inonoted tutor

bush, who choose to attend winter court are either versed in the ways of politics, or serve as youndo to the courtiers and shugenja who attend to such matters. Almost every winter court sees at least one due, of honor, and those who follow the way of the sword must be present to ensure such things are served properly and correctly. Generals who can manetiver on the battlefield of the court are invaluable to their clans, as they eliminate the more complicated task of baving a courtier attempt to steer the clan into a more favorable mintary position for the spring and summer seasons.

Winter courts are to the courture as summer campalens are

to the general. Diplomats conduct dangerous piots, hoping to pit their enemies against one another, curry the favor of cians they wish to ally wath, and generally being the favor of the Empire upon their clan at all times These plays generally follow the rule of "nothing ventured, nothing gained," so the most ambitious courtiers often tisk much for the sake of t own gersonal glory, or (more often, that of their family and clan. The most famous winter court is the one attended by the Emperor, who thooses a different locale each year The exact location of the Emperor's Winter Court each year is a great, though quiet, contest between the political engineers of the clans, as it is a great honor to have the Empetot spend the winter in your lands. The best and brightest of Rokugan's courtiers intellectuals, art sans, and others are showcased here, and move in an intricate dance of politics and friendly rivalry around the Emperor and his closest advisors. Generally, the Champions of the Great Clans attend this Winter Court, as do representatives of the large families of Roxugan The maneuvering done during the long winter months will certainly be felt during the coming year, if not longer

The year-end festival, called the Tosh, no July, commences on the day before the New Year's Festival (the twenty-eighth of the day of the month of the Tiger), and prepares the Empire for the coming new year. Participants invoke rituals meant to prepare Rokugan for the visit of the Sun, the Fortunes, and the kami, as it is said they look down apon the Empire with great interest at this time. Feasants hang a tope of straw known as theshimenawa inside their houses so that the evil spirits of the old year cannot enter. These ropes are burned at the end of the festiva with the other parts of the celebration. Homes prepage a toshidana, a special altar covered in rice cakes and sake, to honor the spirits of the new year. At di sk, the temples of the Brotherhood of Shinse, are emptied and their walls and floors scrubbed clean with fresh water. The monks then ring the beils of the temple forty-nine times, seven times seven, for the benevolent and wrathful faces of the Seven Fortunes, and invite the peasants and nobles back into the temples

THE LAND

The Emerald Empire of Rokugan is a vast and varied land. A multitude of different tertain types can be found within its borders as we as a dizzying array of natura, and spiritual creatures. Although those traveling through the Empire have a general idea of what can be experted in terms of weather and wildlife, there are always surprises, and they are not always pressant.



CLIMATE

The weather in Rokugar 16 as varied as in any other land. The Empire's lengthy eastern coastline ensures that enough moisture moves inland to keep Rokugan largely temperate. Drought is uncommon although the far western reaches of the Empire such as the Unicorn holdings, occasionally see such a mistortune.

Although possessed of mild weather, the Empire nonetheless has significant problems with its environment. Due to a number of factors that include both geography and the wrath of the Fortunes, Rokugan experiences problems with various natural disasters, all of which take a terrible toll on the people of the Empire

EARTHOUAKES

Barthquakes have occurred in virtually every part of Rokugan throughout history. While some regions are more prone to such incidents than others (such as the capital city of Otosan Uchi, which experiences tremots on a regulal basis), they also simply accepted as a sign of the disapproval of the Fortunes. Osano-Wo in particular is considered the source of many earthquakes, as he uses his powerful thunder to shake the earth beneath those who displease him. In mountainous regions, earthquakes often cause a secondary problem: land-shides.

TSURAMI

Barthquakes of significant strength that occur undersea can lead to the creation of the gigantic waves known as trunsmi. These waves are an incredible force that destroy virtually everything in their path. Entire villages or even cities can be completely wiped out by such waves. Unfortunately, there is very little warning when such a wave approaches, having the presence of extremely powerful shi genja sensitive to the element of water. For the most part, trunsmi are only recognized when dockbands see them approaching on the horizon. By that time, there is little the occupants of a coasta, village can do except flee for their lives. Some waves are so large that they cannot be outrun.

TAIFUR (HURRICARES)

Moving to from the see, rathin are forces of unbridled destruction. Their powerful winds shred unstable buildings with frightening ease, and the massive waves and subsequent flooding often finish off what little remains when the winds are finished. Fortunately, tropical storms are another disaster that can be predicted and anticipated, so often those in its path have an opportunity to flee

FLOODING

In the aftermath of a trunamt or a severe taifun, flooding is not uncommon. Unlike the trunamt, they cometimes follow, however, floods are a disaster that can be predicted and even avoided if the necessary supplies and manpower are available. With the Empires primary food source, rice, being an equatic crop, the people of Rokugan have developed great skill in the construction of dikes, canals and dams. Although flash flooding is occasionally a problem, such as when drough, areas suddenly receive torrential rain or a livers of showing, from the mountains, most flooding is easy to see turning and can be diverted appropriatery.

FLORA

Rosugan is home to an incredible variety of plant life. Nearly every type of flower shrub of tree bears some meaning in Rokugani culture, and all serve a purpose in the Empires, society, even if merely decorative. The gardeners among the Kakita and Shibe artisans skillfully combine different forms and types of plants to create majestic beauty in even the simplest gardens.

FLOWE25/7LARTS

Arrowroot szaleas, barley, bellflower, bramble camelha, carmine, carmil, cherry, cherry biossom (sakura), chrysanthemum, cinnabar, cucumbor, cumin, fruit trees, grass, barliu root, hay, hemlock, hollybock, honeyauckle iris, kemp, ichen, lily, lime, lotus, morning glery, moss, mulberry, uses cleander, onion orchids, peony, persiamum, plum, poppy (keshi), roed rose (bots), saffun, snxpdragon, sorghum, snrw, vines, waterlily, wheat, wisteria, and yarrow.

TREES

Apple, ash, balsa, bamboo, bensai, cedar, cypress, ebony. fit, hackberry, jumiper lacquex, mahogany, maple, oak, orange, peach, pear, pine, poson lvy, rattan, sandalwood spruce, teak, and wicker

Construction materials originate from trees a great deal of the time. Rokugani architects build the interior of palaces and estates mostly from wood although wood is far less utilized a the construction of military institutions. Ramboo paper and rice paper are also highly prized as decorative and delicate interior design materials

スパリスキ

Rukugan is a land where spirits are active in the lives of mortals every day, and even the gods can intercede if the affairs of man cauch their interest. In such a setting, it can be easy to forget that a wide variety of natural creatures call the simplife home. Although most species that are found in Bokugan have a wide natural range, some animals can generally be found in one region more often than others.

Mountainous ragions, ruch as those hold by the Crab and Dragon clans, are often home to horder and somewhat more aggressive species such as bears, cougars, mountain goats, badgers and the like. While not necessarily hostile, these creatures should be taken into account when planning trave is such regions.

Regions with relatively open plates, such as those held by the Lion and Unicorn clans and to a lesser extent the Crane and Scorpton, tend to have much initiate wildlife. The plains of Rokugan are largely settled and see a fair amount of travel, driving away many animals. Deer, wild horses, gophers, and a wide variety of smal, game is common in these areas as well at the occasional predator such as a cougar, year or panther

Areas of dense forest or jungle such as those held by the Phoenix and Mantis claux as well as the Nagu race tend to see a much prosder range of animals. Virtually anything can be found within such places, although bears, boar, tigers, monkeys, stags, forces, small game and others are the most common.

A short list of animals generally found throughout Rokugan includes: badger, bet, best, bour, cat, chameleon, chicken, cougar, deer dog, donkey, fox, frog, gost gopher, horse, lion lizard monkey, mouse, mult. ox, panther, pig, pony, rubbit rat, sheep, snake, squirrel, stag, tiger, tortolse, turtle, wolf, and yak.



AND LAW

COVERNMENT

"The destiny of an Empire rannot be rated by a lesser man than this, nor can mighty souls be concerned with mortal matters. His is the realin of the Sun and Moon, the Celestial Heavens, Ours, to live below him, and be content."

- The Lady Seppim

The governmental system of Rokugan is at once simple and deeply complex. On the surface, the Emperor is the final authority on all laws. The Empire belongs to the Emperor, who rules with the consent of the Celestial Heavens. As the Heavens put their faith in the Emperor, his word is absolute and carries the weight of Lord Sun and Lady Moon. While this absolute power seems easy to abuse, it has only been perverted notably once in the history of the Empire. The Emperor has always taken great pains to ensure that his son would do the ruling dynasty's name honor.

Since the Emperor is a husy figure, he simply cannot handle all affairs of justice. The Emperor's highest agent of justice is the Emerald Champion, both his personal bodygusted and chief entorcer of the imperial Isw in Rokugan. Under the Emerald Champion are thousands of Emerald Magistrates who roam the Empire, helping the Emerald Champion fulfill his awasome dury. Those who are appointed to the position of Emerald Magistrate are expected to act with the justice of the Importal Son of Fleaven in mind, and nothing class. Magistrates often must put aside matters of clan or family politics or loyalty in order to stay true to their station. Clever Magistrates, however, fluid ways to use their position to gain favors and humor for their clan without compromising the humor of their office.

The clans also have their own magistrates, chosen by damyo across the provinces. These magistrates carry out the law of the Emperor as well but generally only within their families' horders. These magistrates are slightly lower in attation than the Emerald Magistrates, but still command respect They are considered the hands of their lord, and in most cases can act with the authority of the damyo they represent Unlike the Emerald Magistrates, however, they almost never have to work in a manner that may barm their family or clans.

An office similar to the Emerald Champson is the Jade Champson. The Jade Champion is the authority of what is and is not make (the forbidden blood mages) within the Empire The Jade Champion's inquisitors are to him as the Emerald Magistrates are to the Emerald Champion. Though make is a transgression of the Emperor's law, the Jade Champion is far better staked to associate such occult matters than the Emerald Champion.

Each bit of land is usually governed by a minor daimyo who has the duty of making sure that the peasants pay their taxes, and that the province keeps in line with Imperial and clan law. These toinor daimyo report to either a more important lord, or even the do myo of a family. The femily daimyo is responsible for all the lords under his command, and reports to the Champion of the clan. The Champion of a clan answers only to three people — the Emperor, the Emerald Champion, and the Jade Champion.

THEMHOLDING THE EMISS

"Lady Sam knows my sies," Cenauto said as he itiashed his face with a cool rag, 'and she is panishing me for them now."

Maya Hatori's An Akodo's Shadow The Tale of Ginawa

A violation of the Emperor's Law offends the Celestial Order, the Heavens, and over a thousand years of tradition. In a society as fixtuded on order as Rokugan, even the slightest transgression can bring dure consequences. Generally, however, smaller crimes can be forgiven with the proper procedures Lake everything else in the Empire, justice, trial, and punishment are ritualized, and many times the outcome is already known before the mandatory matters of long-formalized etiquette are tended to.

In Rokugan, people die every day, It is soen as a natural part of the evele of the soul so death and murder can be seen as an inconsequential matter, or a crime of degree varying with the circumstances. Honoriess assassination is a crime punishable by execution, but if someone is killed in an honorable fashion, the offended family can call for a blood feud and little else Almost any time someone is killed, the deceased's family may claim the right of vengeance. Duels are always considered the final matter on such matters, and to carry on seeking vengeance of reparations after a duel is against Imperial law

In most other matters, the law of Rokugan is severe and inflexible. Theft and forgery are purished by execution. Treason against the Emperor is the worst crime of all, and the offending party can expect to be executed dishonorably, along with his wife and children, while his house is razed to the ground. The names of such traitors are expunged from the Imperial Histories and the Emperor almost always commands that the traitor's name never be spoken again. If a crime is committed by a child not yet past his coming of age, the consequences of the child's actions fall upon the father. A villager who commits a crime brings the repercussions down upon the village headman instead of himself

In all cases, testimony must always be gathered before judgment can be pronounced. Evidence has little place in the courts of Rokugan; as a Scorpton magistrate once said "Any fool can leave a trail of bread crumbs leading to an innocent man." The Kitsuki family of the Dragon clan has nevertheless practiced the radical method of its founder for 250 years now, favoring evidence as a way to procure testimony. While still openly mocked and ignored by many daimyo, it is slowly gaining respect in the courte Confession from a criminal is testimony against humself, and such confessions are often extracted through torture. Testifying falsely is another crime punishable by death, as it violates the very method of justice laid out by the first Hantel

Execution is viewed as honorless, and in many cases dishonorable. A clean death comes from the blade, and many samura who wish to avoid death in such an ignoble manner claim the right to commit seppulse with their own wakizash. This is considered an honorable and contect way to stone for one's causes before departing to the land of the dead. If the crime and criminal are deemed unworthy of such an act, the samura's lord will hand him a wooden blade in response to the request — an indication that the datmyo believes the samurai is too cowardly to perform a true seppulse.



イススレミレ

"I move upon your fear like a clear and soud path. The ground I tread upon will be your soul, and the horse I ride is your own nightman."

Deposits:

At the dawn of the Empire, the first Hanter commanded that roads be constructed to connect the Imperial City, Otosar Uche, with the pa aces of the Great Clans. These roads were designed for the Emperor humself to travel upon. Where the and will support them, trees canopy the roads, protecting the Emperor from foul weather and shading him from the midday heat of the Sun.

Asong these roads are way stations staffed by younger samuran usually the apprentices of Imperia. Magistrates. These samural serve as scouts in the case of invasion, and help defend in the event of bundst attacks. They are generally charged with assisting travelets and keeping order in the general area, and have one or two shugenja on hand at any given time, just to be same

Though these roads were intended for the Emperor's ease. they're just as useful to the clans and their samura. As they are the most direct and carefully maintained roads across the Empire, they are capable of moving large amounts of people at any given time. While this is good for those who wish to travel, It is not so good for those who wish to keep secure borders. In order to travel the length of the Emperor's Roads, one must carry mavel papers from the damyo that presides over the road. you are traveling through. These papers are checked each time a traveler passes a way station or crosses a border between clans Higher-ranking daimyo (or their magistrates) have jurisdiction over greater lengths of road. For example, the lord of White Petal City to the Kakita provinces can grant someone the right to use the roads near White Boul City. The Kakuta damyo could grant access to all roads in the Kakita provinces, and the Crane Champion can grant access to any of the roads in the lands of the Crane clan. The Empetor, of course, can grant access to any road anywhere. They are his, after all. Emerald Magistrates and Legionnaires may havel he Emperor's rough as their duty commands. Emeraid Magistrates may write temporary travel papers for anyone they deem worthy,

Traveling off these roads is a risky matter. Close to the Shadowlands bottler in Scorpion and Crab provinces, one can easily tun afoul of beasts from that land. Even away from these bostile areas, one runs the chance of being wayland by bandits. On top of these two complications is the simple matter of tertain. The rocky mountains of the Dragon and Phoenix ands can be a considerable obstacle, as can the forests of the Unicorn and Scorpion lands. Another advantage of traveling on the roads is that you're in plain sight of the family whose and you're traveling through. Someone caught sneading around the fields of the Counc without papers will be dealt with much more severely than someone who attempts to enter the Crane lands by road, but with no papers.

ON (FACE)

"Scorpions wear mosks because they need more than time sides of a mouth to speak out of

Döji Negori

Despute the importance of truth in both Rokugan's textr and news, the Empire has customarily been more concerned with appearance than with facts. Those who speak succerely are believed over those who speak the truth poorly in court. A character's on (which loosely translates to "face" or

"respectability") is a measure of how well-tended a character's reputation is. This is something a little different than honor or corrects of glory that ghiakodo tadenoù may be an honor able man and known as a capable generat, if he is seen as a stammering stutteting foot in court, his on suffers

By contrast, a worthless, dishonorable samural can still command respect if he keeps up appearances with the right people. The battlefield of the courts is where on tends to be most important, as a mans reputation can kill another before the chance to engage in a formal due, even appears. Those whose on carries a reputation of impressive ability are rarely challenged, as their opponents do not wish to risk appearing fourth, and a samural with a reputation as a highly skilled duelist can laugh off challenges from those who are perceived as lesser opponents, even if his reputation is in no way justified.

FOROR

"For the Empire"

Totusi the First

The customs and protocols surrounding honor could take up volumes. Of all the questions in the Empire, the most debated questions are "What is enlightenment?" and "What is honor." Both are similar in the test that mere words cannot fully grasp the idea. Those who are enlightened simply know it, as are those who are truly honorable. The closest that words come to defining the concept are the Sevan Tenets of Bushido set down by Akodo himself.

GI CHORESTY)

In Rokugan, truth is a way of life. Even the coldest Scorpion, knows that in order for a he to be effective, he must first know the truth. Adhering to the truth is perhaps one of the most difficult aspects of the samural's life. However, it is commonly accepted that those who lead an honorable life and carry a pute sou, have nothing to fear from that which is true.

YU (COURAGE)

The burdens of those in the noble carre are not always easy. Although they lead a better life than the peasants toking in the field, they face far greater dangers than a simple famely may ever know. Samutal and shugens place their lives on the line for their lord, and even the courtier in the protected heart of Otosan Uchi must take risks that could lead to the downfall of his house and family. Fear touches the heart of all wise must stand for what they hold dear, but what is ampurture is that the samural stands above his emotion.

JIR ICOMPASSION

A truly wase person tempers the power he holds over omer with compassion for them. A great leader is not one who over works and taxes his peasants until he has the most levish palace in the land. So, too, are the wisest samural those who understand that mercy is a fundamental principle of the Celesia. Order, and the law of the Emperor.

REI (COURTESY)

Though strength of arms is the place of the secural at is not the only aspect of their lives. What separates humans from the lesser beasts that Sun and Moon created is in a biatty to create culture and act civilized. Respect is unportant, as it keeps us in live with the craditions of our ancestors, and can bring peak whete needless bloodshed would otherwise reign



KEYO (HOROR)

All dealings within the empire revolve around the concept of honor, It is the binding force of honor that keeps Rokugani society together, and allows those of the samural caste to focus their minds properly. Barbarians have no concept of honor and thus, are not as elevated in the eyes of the Heavens as are Rokugan.

MAKOTO (SINCERITY)

Those who say something are bound to their word. Sincerity is different from truth, because someons can mean something that is not true. It is then their duty to make it true, Sincerity is also absolute and true belief in what you say. In Rokugan, therefor is important because costs that will also in assist of truth Though something may sound impossible if it is said in a sincere matter, it may very well be believed.

CHUGO (DUTY)

Finally, what defines the life of every being in the Celestia. Order is their duty, Everything in the Order serves something, and it is against everything the Heavens have dictated if some thing should refuse to accept their duty, and their place, in the Order, Even the Emperor must bow before the might of the Heavens.

GAMES

"When you become you have control of the board, he sure the process you play with one truly yours."

- Dayushi Sunetra

Like many things in Rokugan, the games of the noble class are far more meaningful and complex than they appear on the face. Samurat are expected to be expable of cultura, pursuits well as the study of war, and a shugenja or monk who cannot participate in the passimes of the noble elite are generally the subject of a lot of jokes.

Though there are many games that the samural caste engages in, a few are played with quite a bit more frequency than others. Often times, simple games of Go can fill in when a duel would not be appropriate. Generals have been known to defer to an enemy commander in minor skirmsshes if he is known as a master strategist at Shogs Still other times just like in our works, being able to win at such a game gives the winner a psychologica, advantage over the loser. Winter courts are known for their great garning contests where favors, garry, and honors are heaped upon particularly skillful competitors.

GO

The most common strategy game in Rokugan is Go. Everyone knows what Go is nearly everyone knows how to play, and does so often. The rules are so basic, and the simple matters of strategy easy enough to grasp, that Go is most often the game of choice between two people who wish to pass the time together sitting down

Go is played on a flat surface, with a playing fle.d of nineteen borizonts and nineteen vertical lines creating 361 inversections. Both players command a set of colored stones, readtionally black and white which they take turns placing on the intersections. The object is to control the highest number of contiguous intersections by surrounding them. Once a stone is placed on the board it will not move unless the other player's stones surround it, in which case it is removed from the board. In Roungan, every game of Go is played to its end to marrer how furthe one's position as When both players have prayed all heir stones, the game is finished.

Go is seen as an excellent way to teach ractics and strategy in the abstract. Anticipating the other players moves is key in becoming a master of the game, an ability that is useful to any would be general. Go tournaments are frequent, though the most anticipated are held at Otosan Uchi in the attention. I irrently, Hantel Naseru is regarded as the most skillful player in the game, though he rarely plays for public spectacle.

SHOGI

Much like chess, the game of Shogi is a favorite among the more scholarly members of the Empire, and is played in a very similar manner. Though not as popular as the game of Lio, Shogi is also considered a very factical game, and many samural fluid it a suitable metaphor for the art of war.

The game of Shogi is played upon a surface of eighty-one squares, nine across and nine high. The pieces are played in the squares of the board, with both players controlling nineteen pieces of ren different functions and names. The pieces themselves are usually made of wood, and are obeliake with a point on one and. There are kanji on opposite sides of the obeliak—one denotes the pieces regular value and the other denotes the pieces promoted value. Captured pieces are retained by the capturing player, who may then bring them back onto the board at a strategually appropriate time.

The ren pieces are named, and move and capture as follows, with the starting number for either player, in parenthesis:

- King(1) Moves one square in any direction
- Rook(1) Moves forward or sideways as far as the player wishes.
- Bishop(1) Moves diagonally as far as the player wishes
- Gold General(2) Move one square in any direction except diagonally backward
- . Silver General 2) Move one square forward or diagonally
- Knight(2) Move two spaces forward or backward, then
 one space to the side. May move over other places
- Lancer(2) Move any number of squares forward
- Pawn(9) Move forward one square at a time

The object of Shog, is to capture the other player's King piece. Akodo Soko drew up the official rules of Shogi about 200 years ago, some time after the Unicorn brought the game in an appre upon their return. The grand master of Shogi is given the title soko-merjin and offered fealty to the Lion Clan in honor of Akodo Soko's work. A new soko-met in is determined when the current one becomes forty years old. Akodo Ryuma, the current soko-metjin, was killed in intrial skir-mishes with the Dragon Clan, and the position of honor has yet to fall to another.

KEMARI

For those with a taste for more physical contests, the Winter Court offers an odd game called kemari. The game was introduced several decades ago by the Shinjo, and it has since become very popular. Kemari is similar to soccet, in that it uses a large leather ball which players may not touch with their bands. Players stand to a circle and kick the hall about attempting to keep the ball from touching the ground. Perhaps the strangest part of kemari is that it is played in full courtly dress kimonos and peaked back caps. Many players find that maintaining one's dignity during a game is as much of a challenge as keeping the ball in the air, a subtle metaphor for the complex life of a samura.



SUMA)

Sumai wrestlers go through intense rituals of purification and " meditation before a summit bout, and spectators come to watch the ceremony as much as the sport. An actual bout of summ is over in seconds, as two massive wrestlers siem into one another with the intent of knocking the opponent off his feet or pushing him out of the ring. Matches are separated into four categories according to the skill and reputation of the wrestlers. In ascending order, these are juryo, maegashira, sanyaku, and yokuzuna. Only yokuzuna bouts are adowed at the Witter Coan. Stanat tournaments take place between two texms of wrestlers who perform seventeen bouts before the Emperor and his entourage. The winning ream is awarded with a beautifully crafted masterwork bow. The winning team is then invited before the Imperial court to perform bugaku, a complex ritual of ceremonial songs and dances; the champson dances while twirking the bow that is his prize

SAUARE

Another popular courtly game sadame is the art of impromptu criticism. Sadame is not a mere insult; rather it is a biting denouncement of the value of a piece of art, a book, or even the ethics and morality of another person. Sadame is almost always based upon the legitimate facility of the target. If a person or piece of art is genuinely without fault, effective sadame may be impossible. At hight during Winter Court many young courtiers meet secretly to engage one another in bouts of sadame.

ETHOUSTTE

In Rokugan, etiquette is all-important. A samurar with no notion of etiquette can meet his end just as quickly and as brutally as if he took his place on the battlefield with no knowledge of the sword. Despite appearances to the contrary, the courts of Rokugan are very much a battleground, and words are the weapons wielded by some of the greatest tacticians the Empire has ever seen.

The basics of etiquette are taught to all samurat beginning at an early age. Failute to display proper etiquette to one's peers and superiors will result in dishonor, and in the Empire there is no greater stigma than dishonor. The following are very pasic elements of Rokugam countersy that all characters of samura, but h know, and adhere to if they know what is good for them

BOWING AND KREELING

It is customary when greening another samurat to bow. This is a show of respect and trust, although many bow merely as a formality when such emotions are not actually present. This practice began during the dawn of the Empire, when samurat would bow or kneel before men knid with their hands held to held sides. This was a way to demonstrate their loyalty by offering their amprovected neck and thus their lives to their liege. The practice has continued to this day.

Bowing is a show of respect between two individuals of equal social standing. Bushi and shagenja both bow to one another. The lower the bow, the greater the respect shown to the person to whom one is howing. Bowing only very slightly to another is a sign of distrust or disrespect and is commonly interpreted as a thinly veiled insult.

One kneeds before a person of obviously superior rank. Samural always kneed before their ford, just as they would to any dalmyo of a family or clan, regardless of their affiliation or relation to that clan. Even if two clans are at war a samura.

from one clan still kneels, or at least bows very deeply, to;a daimyo of the other. Doing otherwise would be very risky indeed. It goes without saying that everyone in the Empire bows before the Emperor, just as the peasants of the heimin class bow before all samura.

TERMS OF ADDRESS

How a samural addresses others can be a means of either showing great respect or offering enormous instart Samural of different clans are expected to address one another by the name of their clan unless it was obvious from their clothing to which family they belonged. For example, calling another samural "Dragon" when his kimono very clearly bears the mon of the Kitsuki family would be an insult, implying that his family was beneath notice. Unless two individuals are very close, they will typically refer to each other by their family names rather than their personal names, Two samural of different clans who refer to each other by their personal names in public are clearly very close friends, or may even be distantly related

When addressing other, it is traditional to add a suffix to their name in order to reflect the relationship between you if one is speaking to a friend or at least another of equal rank, address to the end of their name. For example, a Lion magistate working with a Phisenix might refer to him as "Shiba-san" Superiors a ways receive the sama suffix as a symbol of respect, in refer to a superior as san would be dishonorable. Referring to an equal with the sama suffix is a great compiment. Between members of the upposite sex who are closely involved or related, there are different suffixes to use it woman who is a loved one is generally addressed with the chan suffix. Conversely, a beloved male receives the ikin suffix. This is common between siblings or other relatives, spouses, or close friends

One other consideration as a term of address is the prefix Qadded to another's name. This means "great one" and is a show of enormous respect and admiration to the individual being so addressed Typically, this prefix is bestowed by one's damyo only after a demonstration of exceptional service and lovalty

GIFT-GIVING

When meeting a host or a superior for the first time, it is customary to offer a gift. Gifts are also given to demonstrate favor or to reward loval service. The more personal and scattimental the gift is, the more meaningful it is. A daimyo that gives his loyal retainer a pristine gift clearly purchased from the market could be expressing his disfavor or indifference, but the same lord awarding his retainer a battered and stained sword-guard which had been worn by his own father would be showing exmaordinary favor to his servan.

It is considered had form to purchase a gift. A gift should specifically chosen because of some meaning it has either for the Individual, giving it or to the recipient. The gift of a weapon or atmor to another can actually be taken as an usul, implying as if does that the recipient either requires protion or that their lord is implyed to meet their needs accordingly.

When accepting a gift, it is customary to refuse the gift times before acquiescing. This allows the person present the gift to demonstrate their succestly by continuing to it A person who offers a gift once and then stope clearly not particularly interested in parting with the object in the first place.

DAINSMEL

There are two distinct methods to learn a trade in Rokugan. The first and most common among samura is attending a school or dojo. When a samura, reaches a switable age, normally somewhere around seven years old, although some tamilies choose to wair until the children are considerably olders, he is sent to a school that will teach him the skills he will require to serve his family and clan with honor. The vast majority of samura, attend bushi schools, where they gain the tarilal training they will require to serve their clan as solders, magistrates, and sentites. A small number go to various clan specific schools for courtiers, volimbo, or even mer-

chants, Pinally, a tiny handful are blessed with the ability to speak to the komi, and undergo the regardus in a neg that will allow them to serve their clans as shugenja, the priests of the tom. Whatever the training, these schools usually teach their students for at least six years, sometimes for as many as nine before granting them their genpulke (graduation and coming-of-age) ceremony.

A samuras taught in a dojo continues his education throughout his lifetime even though he may leave the school for extended periods of time. It is generally accepted that students who return to their senses and demonstrate a certain level of skill and proficiency with the secrete of the school that they have thus far mastered are ready to advance. Such students are taught more intricate and complicated secrets of the schools style, neresging both their individuaprowess and their value as a servant of the clan. Understandably the sense, of a clan's schools are very highly respected individuals who may have hundreds of different students serving the clan m various positions.

The other primary system of instruction, less common among samura, but used almost exclusively by the Lemma and lamin classes, is that of master and apprentice. Samura, craftsmen and artisans pass on what they

men and artisans pass on what they
have learned through this system, choosing
suitable apprentices to study with them for years and master
the techniques they have spent their lives developing. Among
the lower classes, various types of craftsmen including smiths,
carpenters, and stonemasons employ similar methods to
ensure that their talents do not die with them, but that their
village will continue to have such skills at its disposal

ADVERTURERS

It goes without saying that Rokugan is a and rife with advention. However, with all samuou sworm in service to a lord, some might wonder now it is possible for intrepid young samints! to wander the land in search of said adventure. Fortunately, there are a number of ways that young and enthusiastic adventurers can find intrigue and excitement across the Empire.

MUSHA SHUGYO

The tradition of musics shugge, the "warrior pilgrimage" is nearly as old as the Empire itself. The nature of the musica shugge is such that an individual warrior leaves behind all his altegrances, to family, clain, or anything else, and simply begins wandering the Empire. The goal of this wandering is to perfect the warrior's art, most often kenjutet or some other specific weapon skill.

While the class all recognize the tradition of the musha shugge, they do not allow just anyone to undertake one. The daimyo of the individual in question must first receive tostimony from the samura's sense; clearly stating that the pil-

grimage will greatly improve the samurais skills, thereby allowing him to fulfill some crucial function for the clan. Even with this testimony, the dainyourse refuse permission.

A samurat on a musha shugyo travela without any indication of his former cian or family. He is

treated as a ronin by al. he meets. For all thickness and purposes, he is a ronin. He may travel with others, or he may travel slone. On rate occasions, several samuration a pilgrimage may travel together. Once they have completed their journey and feel they have little else to learn from wandering, they leaten to their sense, and demoissitate their knowledge. Then they may be accepted back into their clan once more



The Emerald Magistrates are the enforcers of the Emperor's laws. Some are assigned specific tegions throughout the Empire to police, which can range from entite provinces to specific large cities like Ryoko Owari, while others are given leave to wander the wilder sections of Rokugan, bringing law to the lawless.

New recruits to the Emerald Magstrates are often assigned to work in groups. This allows them to pool their talents, completing assignments that might otherwise require the presence of a more experienced seasoned magistrate. This also allows the new magistrates to forge close bonds

with their fellow officers, hopefully creating a more cohesive force.



A sess common purpose for advanturors to wander the Empire is in service to the Imperial Cattographers. The cartographers, often members of the Otomo or Miya families, are constantly trying to update and extend the maps of the Empire used by the Emperor and his court, Although it is unlikely that many young samura, from the Great Claus will actually find a place among the Imperial Cartographers, it is fairly common for the cartographers themselves to require the assistance of several samurai, Bushi may serve as yojimbo or scottis, slagger, a may advise the Cartographer or communicate findings back to the capital.



Cartographers have unlimited travel authorization, but are often the targets of bandits or other unsavory groups hence the need for traveling companions. They also face less predictable threats, such as the possibility of gailin encounters when mapping the northern and western borders of the Empire

VOTIMBO

Young samural are often assigned as bodyguards for a wide variety of individuals. Important courtiers or shagenja often require protection, as do even minor functionaries of the clans and families. As mentioned above, carrographers need volumbo, as do the shikken, the Emperor's diplomats to the clans. Even prominent merchants can require youmbo to escart them across the Empire, such as the famous Shinjo caravans of the Lincoln Clan Samural who choose to see Rokugan in this way (or who perhaps are assigned to do so) have little choice in their destinations, but at least they are always provided accommodations.

OTHERS

There are many other less common means by which a samurai can wander the limpire. Ferhaps they are scouts for their damye, or even members of the army on recommaissance. They might be members of the Imperial Legions who have been assigned to locate specific items or individuals for their commander. They could be rount seeking a cause to serve or merely looking for a way to afford their next meal. They could be ambassadors, diplomats, magistrates, spics or even bounty hunters. Wherever their calling, there is almost always a way to find travel and adventure in the Empire

LARGUAGES

Unlike other realms of similar rize, it is extremely unusual when resveling in Rokugan to encounter any language other than Rokugani. This is understandable given the Empire's zenophobic view of other peoples and their customs. Other anguages do exist in Rokugan, but they are exceedingly rare and spoken only in specific locations or circumstances.

Rokugan has no secret spoken languages. Each clan has us own code that is used in the encryption of spell scrolls and other important documents, but this cipher is written, not spoken. There has never been sufficient need among the people of Rokugan to develop secretive languages, not even among the duplicitous Scorpion Clan.

COMMOR LARGUAGE

This is the language most often used by the people of the Entpute. It is spoken by the peasants in the fickl, the guards in the barracks, the merchants in the city, and even in informal court settings. There are numerous dialects of the tongue, making it possible to determine where a particular individual might be from based on his diction and enunciation. Most dialects are clan-specific, although some provinces throughout the Eropus have developed their own variants.

ЕРАУРЛА НРІН

Very summer to the common tangue, the so-called high language is the dialect of Rokugani that is used in court and legal proceedings. It is virtually identical to the common tangue except for its reliance upon long. Howevy terms of address and overprecise pronunciation. This dialect is always used at the Emperor's court. Using the common tangue in the Emperor's presence is a grave insult.

KARI

This is the language spoken by all shugenja when interecting with the elemental spirits. It is an ancient tongue, spoken long before mankind walked the world. During the dawn of the Empire great mands like Isawa and Jucha learned to decipher at and speak it. It is now taught to all shugenja in training, Nost-shugenja could conceivably learn it, but they would not be able to understand the kami's reaction to their words.

ROTHURAT LARGUAGES

There are numerous reclusive races in Rokugan that have their own languages, the most prominent of which are the Maga and Nezumi The Nezumi language is understood and even spoken by many Grab, but the Naga tongue is very difficult to master because of its restance upon the Akasha, the group-mind shared by the Naga people Although humans can speak Naga they can never master it

Other races also have their own tongue, such as the secretive kenku and the smister Isano. Some Kum scholars theorize that the creatures of the Shadowlands use an anknown language, perhaps a hastardized combination of Rokugani and Nezutin, but if so this has not yet been proven

BARBARIAN LANGUAGES

The ratest of all languages in Rokugan are those spoken by the guijin. The low number of outsiders in Rokugan means that very few such languages are ever beard, much less understood. The Unicorn Clan purportedly has knowledge of a great number of languages encountered during their centuties of travel, although they do not speak of them. The Phoenix and Toxtwise clans are familiar with the tongue of the Yobanjin, the barbarian tribes to the north of Roxugan Likewice, the Mantis have been exposed to the bizarre tongue used by the Ivory Kingdoms for to the south and west of the Empire. The Scorpion art said to have knowledge of the Senper language, used by a race of conquerors from the descris, and the Ashalan tongue, a language spoken by a are that they encountered during their banishment across the Burning Sands, but again this cause, be substantiated: he Scorpson refuse to discuss it with those outside the clan-

COIR ARD COMMERCE

The economy of Robugan is a confusing, constantly changing entity. The monetary unit upon which the country's economy is based, the koku, is in turn based upon bushels of the There fore, the value of a single koku can fluctuate wildly from year to year. If the baseest has been bountiful, a single koku might be worth relatively little due to the influx of wealth in the market. During sparse years, however, a single koku can purchase a great deal.

LABOR

For the most part, labor as strictly the domain of the hermin class. Physical energies in the form of manual labor is beneath the inherent nobility of the samum. There are exceptions to this rule of course, thiring times of war it is not at all uncommon for samuritio take up repair on fortifications alongs de their peasant workers, but this is only done in times of extreme need.

Other than manual labor there are a few common whered is considered inappropriate for peasants to work. The crating of steel unit weapons, for example, is an art form, not a labor therefore, skilled artisans of the samurai class make it the tole in this world to create implements of great beauty it serve their fellow warriors.



Peasant laborers are not paid. Their labor, together with the moderate taxes upon the crops that they grow, is the means by which they repay their lord for allowing them to live upon and work his land. This feudal system has proven as viability

AGRICULTURE ARD IRDUSTRY

Agriculture is the life's blood of Rokugan. Fortunately, the farmers of Rokugan are a hard-working, industrious people, producing food far out of proportion for their own numbers Without the constant vigilance and effort of these farmers, it is unlikely that the Empire would ever have survived any period of extended conflict such as the Clan War or the War of Spirits:

Farmers are assessed up to 60% of their annual yield in taxes. This is necessary to provide the family and clan upon whose land the farmers work with enough sustenance for the samuras under their command. This means that the farmers must redouble their efforts during the year to ensure that they have sufficient crops to not only pay their times, but also to feed their own family.

Industry is largery unknown in Rokugan. For the most part, material goods are undividually hand crafted. Because of the perception of craftsmanship as either an art form or a labor beneath the samurai class, no one has yet stumbled across the notion of mass production. Fortunately, there are sufficient craftsmen and merchants in the Empire to fulfill the needs of the populace for quite some time

CLAR, FAMILY ALD EWSELOS

sumura a primary levalty is to the Emperor. As the Emperor as the lord of all of Rokugan, he can command any samurai's toyalty at any time, defying even the wishes of the samural's da.myo. (In fact, if the Emperor's wishes contradict the damyor wishes, the damyous immediately in error and must either apologize or request permission for seppuku.)

Most samurat never have the opportunity to serve the Emperor directly. For these individuals, clan and family are generally the most important considerations. If the clan gains glory, everyone shares it. For this reason, a samurai is expected to think of the clan first Everything else is secondary. The enemy of the clan is your enemy. The ally of the clan is your friend. A samura as expected to unhesitatingly put his own

persons, feelings aside for the good of the clan-

Most of the time the ends of the clan and the ends of the family are one and the same. On the rare occasions these come into conflict, a sumumi is expected to obey his lord (thus obeying the family) If the lord of the family is defying the will of the clan, then kharma dictates that justice will fall upon the unworthy lord's head. A samural is expected to be patient and wait for justice, serving his lord durifully in the meantime Defying bashido by betraying an unworthy master will only sow chaos and make matters werse.

いなる

Though both the Code of Bushido and the Tao of Shinsei stress the virtue of compassion, the simple fact is that samura. are career warriots. With so many powerful factions living in crose proximary to one another, vying for resources and political advantage, open warfare is quite common in Rokugan

The Champion of a Great Clan may declare war upon another Great Clan, but if the Emperor disapproves of the con-

flict he may order it to cease at any time. For the most part, the Emperor does not approve of his vassals slaughtering one another on a whim, so wise daimyo seek the Emperor's approval before exacting vengeance upon their enemies. Against a weaker opponent, a class may ope to attack so rapidly that the Emperor bas no time to intervene (the Lion and Scorpion employ this tactic regularly)

Minor Claus are under the protection of the Emperor No Great Clan may declare war upon them (though most Creat Clans are quite adept at interpreting rather innocuous actions as "acts of war." As a result, most Minor Clans tend to

avoid the court when possible.

LEADERSMIP ARD

THE BOOK OF SUR THO

There are two primary texts on warfare in Rokugan with which all competent generals are familiar. The first is Akodo's Leadership, a massive volume begun by the Kanu Akodo and extended by every Lion Champion since. The seroud is the Book of Sun Tao, a compendium of philosophy and strategy written by the near-mythical room Sun Iao. Each of the two books has a wealth of wisdom regarding terrain, factice, and reading the intent of one's oppositent, while Leadership is certainly the larger of the two texts, the Book of Sun Tao is much more focused and concise. Which of these two volumes holds the greater wisdom is a matter of some debate; most counting generals draw liberally from both.

The original copy of Akodo's Leadership is the possession of the Champion of the Lion, though lesser copies can be found distributed throughout Rokugan. The original copy of the Book of Sun Tao was lost, though the manuscripts the roman general copied for the Dragon, Scorpton, and Hantet remain intact, and numerous copies have been made from these.

SIEGE WARFARE

The Book of Sun Too states that 'a desperate general besieges an enemy's city." Indeed, most Rokugani generals dread siege warfare, and prefer to meet their opponents on even ground when possible. Stege warfare is long, redious, and tresome for both sides involved. Indeed, a handful of samural consider the idea of hiding from the enemy behind walls of stone and wood to be somewhat dishonorable (Most samurai are somewhat more practical, and gladly take advantage of the defenses their lord provides for them.)

The exception to this rule is the Cash Clan. Their engineering expertise and generations of experience fighting defensively on the Kam Wall have made their can the undisputed masters of siege warfare. Their campults, fire breathers, and buttering rums are far ahead of the siege technology of any other clan. The Lion in particular are impressed by the Crebs expertise, and attempt to gleen a bit of the knowledge of the

Kaiu siegemasters whenever possible

SUZZERDEZ

Surrender is dishonorable for a samura. Indeed, even the act of offering surrender to a clearly superior opponent is distionorable, for it suggests that the opponent would attack a fee who was beneath him. While diplomatic ends to conflicts are common in Rokugan, total suttendents almost unheard of, and most samurai would rather die than even consider it. Naga share a similar philosophy, and would rather die together than stand defeated. Nezumi do not have any of these qualms though they prefer flight to surrender and capture



It is more common for a losing army to purchase the safe tetreat of their troops with a forma, duel. The army's general (or his champion, challenges the opposing officer to a formal duel, with the lives of his followers as the stakes. If the challenger wans, then the followers are allowed to leave the field of battle with honor If the challenger loses, the victor may do as he pleases with the lives of the challenger's followers

SHUGERJA IR WAR

Most large atmies keep a unit of shugenja on hand, as a potent weapon against the enemy, to call upon the blessings of the Fortunes for the bartles shead, and as a medical corps. Once the battle is done, they give thanks to the kem, and purify the taint of blond and dead flesh that mevirably coars a victorious army.

During combat shugenja are always well, protected, Though they are usually not given armor (it is a bushes honor and privilege to wear armor) they are well protected by yojimbo. A yojimbo is expected to give

his life for a shugenja without hes

ttaclon.

Shugenja are one exception to the samutrai's usual aversion to surrender. As shugenia are servants of the kann, they are treated with respect and offered the option of being taken prisoner when possible. Most shugenig realize how rare and precious their gift is, and how wrong it would be to deny the clan their power, and readily surrender rather than accepting an easy battlefield death

HOSTAGES

In Rokugan, there is a distinct difference between hostage-taking and kidnapping. Kidnapping is the illegal thaft of a living person Hostoges are taken legally with prior notification to the hostage's family. This is done most often to ensure the good behavior of a defeated anamy. Howaver, hostages Just as frequently cement an alliance such hostages are typically the accord sons of the allying daimyo. This exchange of sons demonstrates that each doimyo is serious about his wish for peace. while practically protecting the primary heirs. Occasionally these

bostages are required to swear fealty to their captors, and earth the school techniques of their new clan-

During violent periods, it is the Emperor's right to invoke the Hitojichi (Hostage) Laws, requiring each daimyo to spend a month of every year in Otosan Uchi. After the daimyo returns home, his family remains in the city for another month as hostages of the Emperor The Emperor could thus great, reduce the chances of an organized attack by holding the loved ones of important figures.

Hostages are treated as honored guests, not prisoners. A true samurat would not endanger his cian's interests by attempting escape. Most hostages are actually quite welcome among their captors, and sie invited to train at their captors' dojo, leading to the occasional incidence of a sumural adept in the techniques of a rival clan-

TRAVEL DURING WARTIME

With the constant possibility of war equipping in the Empire, the Clans protect themse was by keeping strict accounts of any samurat visiting in their lands. Samurai on official business must obtain travel papers (as mentioned previously) indicating their destination and business. These travel papers are checked at all way stations and province borders. In times of wer, members of certain clans may be forbidden passage across provincia, borders or detained for venification of their

Importal Magistrates have permanent travel papers allowing them to journey anywhere in Rokugan, even during wartime, regardless of their clan. Legionnantes require no trave, papers while they remain with their units. There sanutal represent the Emperor, not their clanand their duties are not to be trifled with

DUBLING

When one samural has a dispute with another the standard means of rectifying the problem is through a formal Juel. It is not acceptable to challenge a samurat of higher station. Insults from superior semural are to be borne with honor, or resolved by one; lord. A forma, duel must have wenesses; with no witnesses, the dieltechnically has not taken place and

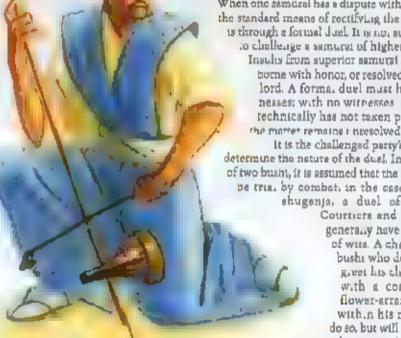
It is the challenged party's right to determine the nature of the dual. In the case of two busht, it is assumed that the duel will be true, by combat, in the case of two shugenja, a duel of magica

> Courtiers and artisans generally have contests of wite. A challenged bushi who decides to greet his challenger with a contest of flower-arranging is within his rights to do so, but will likely be branded a coward. A courtier

or shagenja challenged by a bushi is istially represented by a second usually a youmbo or other close rela-

nve skilled in combat. The challenged party and his second share whatever fate is determined for the loser of the duel (meaning that if it is a due, to the death, the challenged party must commit sappuku should his second be defeated).

Typically, bushi duels are resolved with afjutsu, and see taken to the first blood (keistiki). The first combatant to injure his opponent wins. Shuge nja duela (taryu pai) are also ususily non violent, as each shugenja attempts to subjugate the other's will through the power of magic. Duels to the death are technically illegal, as a samurais afe is not his own to throw away However, should the parties in dispute obtain permission from melt lords a duel to the death is perfectly legal.



Grant Clan Assigna



When a duel is complete the matter is considered to be resolved. For better or worse, a duel is the ultimate arbitrator of justice between two samurats.

BLOOD PEUDS

When a samura, is killed in an illegal due,, or due to the grow incompetence of another samura, it is the right of his immediate family to declare a blood fend. A formal according toquires the written consent of ones dainyo and is essentially a declaration of war between the dead samural's immediate family and the offending party. Those who interfere in a blood fend threaten the honor of the offended, and may be dealt with as the offending party deems fit. (The Emperor his targistrates, imperial Legionnaires and other assorted personages of the Imperial Family are exempt.) Once the offending party has been killed, the fend has been resolved and the offended parties are expected to leave the lands of their enemies peacefully.

COIRAGE

As mentioned above, the monerary unit upon which Rokugin's economy is based is the koku. A single koku is equivalent to the approximate amount of rice necessary to feed a single man for a year, or roughly five bushels of rice. A koku can be broken down into five bushels, represented as sliver coins called whibutin (commonly referred to as bu). A bu is further broken down into twenty small copper coins called sen

Individual class must their own coins at the conclusion of every harvest season. These coins are usable anywhere in the Empte, but all have distinct markings so that the value of a Lion farm, for example, will not be confused with the value of a Grane farm. In theory, these coins can be redeemed for an amount of rice equal to their value from the class that, minted them at any time. In practice, however, that is not generally done. Instead, the coins remain in circulation, their value as a representation of food overlooked in favor of their perceived value as a medium of exchange.

DAIREENIDAE DAN TARS

Arrhough not a technologically advanced nation, the Empire nonetheless possesses a number of engineering innovations that sets it apart from other lands. In Rokugan, the ability to master the complicated and intricate system of constructing huldings, a ege engines, ships and even standard personal equipment is considered an art. It is passed down from master to apprentice, changing only very slowly and gradually as new techniques prove themselves over decades and centuries. Each is unique in its own way, and each is an art form that takes a lifetime to master.

FORTIFICATIONS

Although the history of Rokugan has been latgely peaceful, there have been outbreaks throughout the centuries of intense, bruta, warfare. The Clan War and the War of Spirits are the most notable recent examples, but they are by no means the only periods of lengthy conflict that the Empire has seen. During times of peace, the clans make preparations for the conflicts they know to be inevitable. The most obvious indication of this mind set is the existence of fortifications upon the borders of clan lands.

Most fortifications take the form of a string of fortrosses of keeps with watchtowers and guard outposts scattered in a line between them. While this cannot prevent small groups from emering a class territory unseen, it does make it difficult for large military forces to approach audetected or enter without conflict. These fortifications are designed to withstand weeks of stege and provide a staging ground from which the clan can repulse an invading force and, if necessary, counterattack

Fortifications of this sort are usually called stim ("castle") or tond-e ("keep"). The exterior is comprised almost exclusively of stone, with any woodwork carefully shielded to avoid flaming arrows or fire spens. They can house and sustain large numbers of troops for lengthy periods of time if supplied property prior to a siege. The walls surrounding the actual structure have lumber jutting inward a holdover from the walls construction. If needed, slats can be laid scross this lumber to create a makeshift catwalk from which arches and shugonja can assaud the enemy branks. Additionally, those are numerous "murder holes" exattered across the structure so that if enemy troops overrun the defenses archest and swoodsmen within can still attack their foes with little chance.

The construction of fortifications such as these is a massive undertaking, one that is both time-consuming and expensive for the clan involved. All but the wealthlest clans are extremely careful to take all factors into consideration when determining fauch a structure should be built and whore to perform such a feat. Those semural with the engineering skills necessary for such an undertaking are relatively rate, and most are found within the Kalu family of the Litab Lian or the Imperial Maya family. While most clans have at least a few engineers of their own at their disposal it is not at all uncommon for them to contract the services of a Katu or Maya to assist in the construction.

KENOCKEU EDEIL

In warfare a siege situation is to be avoided at all coxis. It is extremely dangerous for the besieged for they could easily run out of supplies if they are not properly prepared and this face dishonorable starvation or certain death at the hands of their enemies. On the other hand, neither is this situation tenable for the army laying siege. They have to remain in the field for a long time, taking both their morals and their own supplies and must remain in one place for a considerable length of time — always a danger for an invading stray.

Nevertheless, there are occasions when a stege cannot be avoided. With their tenturies of constant war the Grab Clan are the undisputed masters of the stege. The Lion Clandre also well trained in such ractics, particularly among the Ikotaa family. Other families throughout the Empire have experience with such things, but note can rival the facticians of the Crah and Lion clans.

Rikkösha ("Turtle-shell Wagon") The Kikkösha is a massive wagon with a thick hide or wooden mof 12p to two dozan soldiers can be protected by this device. The troops push the wagon across the battlefield, protected from attack by the root. This above them to push the Kikkösna up against enemy fortifications, where they can begin digging through them. The thick roof of the wagon provides +25 AC against ranged attacks, but requires a cumulative 45 Strength to move. The wagon is considered to have 50 hit points.

Toschiki ("stone firing catapults"): A combination of Crab engineering and Unicom gadgetry, these catapults unlike a complex system of counterbalances that reduces the necessary view to a mete half-dozen, allowing more troops to take the field of battle. With a well-trained crow, these



catapulta can be fixed as often as once a minute. Toschiki function exactly like the heavy catapult described in the DUNGEON MASTER'S Guide^{IM}

Kuruma seirò (siege towers); Towers mounted upon wheels, kuruma seiro are often 20 to 30 feet high with multiple levels. Up to a dozen soldiers can be placed on each level while the tower is pushed against enemy fortifications. This allows the soldiers within the tower to immediately move onto the enemy's walls as well as providing a protected means for more troops to ascend the walls

Kuruma date: These are large, wooden shields on wheels

used to give troops a form of mobile cover as they move across the batt, elield. They are very thick and are fire herdened to provide maximum protection from musile fire. Troops employing the kuruma date add 15 to their AC against all ranged attacks. Archem firing from behind the shields are considered to have three-quarters cover

Far more costhetic than the stark fortifica tions discussed above, the levish estates in which the Great Clans house their diplomatic events are considerably more opulent and picasing to the eye. Structures of this sort are usually called shiro ("castle," the same as fortifications) or kyuden ("palace," often a more important location than a shire)

Generally strusted toward the center of a clan's holdings, structures of this type are designed with much more artistic flair. They are pleasing to the eye sparing no expense to capture the spirit and essence of the clan's philosophies. Kyuden Doji the palace from which the Doji tamily rules the Grane Glan, is a master place of orchitecture and artistry. The subtle use of paper and woodwork within stone construction of the building gives it an almost ethereal quarty. Many guests have remarked that it appears as though at were a palace from a child's fanciful tale brought to life. In constant, the castle of the Matru family of the Lion Clan, Shire Marsu, is a proud and regal

attucture that appears flawless yet severe. Every stone is set , ust so, every guard stands motionless at his post. It is very clearly a majestic and inditions stronghold, one that inspires pride and valor in the hearts of all Lion who look upon it

in addition to providing a spiritual center for the clan, an ancestral palace also bosts a number of diplomant functions The palace of the tuling family of each clan has hosted the Emperor's Winter Court on at least one occasion, many of them mustiple times. Wealthier clans also have other opulent estates where a Winter Court may have been held, such as Kyuden Kasim in the Crune lands and Kyuden Asako of the Phoenix

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Of all the claus in Rokugan, only three Great Claus make repular use of sailing vessels: the Crab, the Crane, and the Mantis, The tiny Tortoise Clan is also profictent in their use, but their small numbers make them largely irrelevant to constructe and warfare on the seas of the Empire. For the most part, these clans utilize ships exclusively for commerce. There have been naval engagements in Rokugans history, but they are very few and far between

Ships in Robugan are somewhat primitive affairs. Shipwrights have not yet stumb, ed upon the idea of the keel, the single piece of wood running from bow to stern that provides a seagoing vessel with much of its stability, Instead, ships are either hollowed out from a single piece of wood or cobbied together with rough boards that only truly form a waterught seal when they swell from absorbing souwater Nonetheless, the enterprising craftsmen of the Empire have managed

> Kobune: By far the most common seagoing ship in the Empire, the kobine is a simple dagout with planks added to increase is size. They tend to be between 60 and 100 feet in length, with a rrew of ranging from 20 to 30. Kobune are wind-powered, utilizing up to three masts that allow the chip to transport on impressive amount of cargo, often in excess of SO tone.

Sompan: Just as the kobune dominates the sees, so does the sampan dominate the rivers and waterways of the Empire. These tiny slips are typically 15 feet in length and come in two primary forms a flat-bortomed craft (called a "duck") and a similar version with a sharper prow (called a "chicken" and used on rockier waterways). Sampans are used heavily by between merchanta and the traveling Yasuki traders that wander the Empire

Rarger these enormous ships are little more than rarts of logs bound together with tope. They range in length from 60 to 120 feet and can carry up to a staggering 200 tons of cargo. They have sails, but when to ly loaded must either ride the current or be towed by gangs of peasant laborers from the short

Koutetsukan: The so-called 'tron turtles" see the Creb Clan's answer to the marending Shadowlands beasts. that haunt the Sea of Shadows. Essentially larger kobune the konteendan have considerable aroust with spikes of iron and jade to destroy corrupted vessels they encounter. Because of this additional weight, the kontensukan use galley rowers to provide additional movement, a practice unheard of elsewhere in the Empire The "ison runtles" can reach lengths of up to 110 feet and require a crew of over one hundred samural:





TUTMENT

The standard equipment carried by a seminest warrior is, in a way, for more important than all the complex machines of war described above. In Rokugan, the samurai's swords are the most important symbol of his status and position. Even more important, they have a deep symbolic meaning as well. A family's ancestral katena is passed down from generation to generation. When one bearer dies, the sword is passed to the eldest member of the youngest generation, often meaning that a grandfather's katena becomes the blade of his oldest grandclith! Other, members of the family have their own bades crafted for them, and noting their life of duty and service the blade will come to represent their own soul, which will be passed down to their descendants in time.

The walnzashi, while not as crucial to a samural's self-concept as the katana, is nonetheless very important as well. It tepresents the honor of its hencer. Roots sometimes go without the second blade of the dausho if they feel they have the bonoted themselves beyond redemption. A truly dishonored samural must use his wakinashi to radeam his bosor through

the ceremony of rirual suicide, appular

Armor and other weapons are not as philosophically tignificant as the dashe, but still play an important role in the life of a samural. The creation of weapons and armor for one's daimyo is considered a sacred duty, and usany weaponamiths and armorem are looked upon almost as artisans or even holy men by other samura. Every daimyo of the provincial level or inguet in Rokugan has at least one of each craftsman working exclusively in their employ to ensure that all their soldiers are suitably equipped.

MAGIC IR SOCIETY

The most powerful shugenja of the Phoenix clan knows the same truth as the most boorish Crab samuras on the Kasu Wall—, see spatia of both the elements and ancestors are everywhere. Magic, to Rokugan, is not simply a shugenja bending the elements to his will. Magic is in a bird taking flight, in the Sun rising each morning. The very existence of mankind is a form of magic, the blood and tears of the first Moon and Sun mixing together to create something new.

In a more common definition however, magic is what she genja make an art of, and even the monk's kino is a form of magic. While average Rokugant understand that such magic surrounds them every day, it is still a holy practice, something to be looked upon with wonder. Shugenja, the most common practitioner of magic, are holy men in addition to simple winerds, bringing the blessing of the kami down upon the Empire. Unlike many other settings, all magic is holy (or unholy, in the case of make) in some form because all magic is connected to the spirits of the Gelestial Heavens (or Fu Long's tealin).

Mag.c itself is the province of the samural caste, a proof that the blessings of the Son and Moon are upon their children's children's — the people of the clans. Occasionally, peasants are found to have affinity for the kami. In all but the turest cases this is the same among the hearth among the peacaful Brotherhood of Shinser. Shugenja that had from no clan are tonin who were born among samural, or carry the blood of one who was such

Magic is regarded as both a tool and a blessing from the Heavens. With the power of magic, a shugenja can purify foul water, tell truth from liction, hard fire at his enemies, and commune with the very wisdom of the Celestial Heavens.

This immense power commands respect both for the shugenja who wields it, and for the kam who provide such strength. Several more prominent narrees of magic and the Empire are detailed below.

MAGIC ARD LAW

"It is my duty to separate the guilty from the innocent. We do not ask the learn to perform the tasks of man, they simply protect those who serve the Emperor, and through him, the Celestial Heavens."

— Asako Ryoma

Testimony is the ultimate standard of Rokingani law Those who can be trusted to speak the truth in matters of criminal offense can sway judgments with a word. Because shugenja are boly men, often their testimony carries more weight than that of the average samura. This is because of the responsibilities and pure soul a shugenja supposedly possesses, and not because of the actual magic a shugenja can use. Practicality and religion agree that the problems of the mortal realm should not be heaped upon the spiritual world.

Magac can be used to hunt down a criminal and bring him to the proper authorities, but if magic cannot directly ascerrain restimony. Torture, however, is an induced use of magic at this case. The reason for this precedent goes back to the time of Hanter Genja, the Shining Prince, When a minor Scorpion shugenja was accused of murdering a powerful Lion general. the Kitsu summoned the murdered Lion's spirit from the afterlife. The sparit gave testimony against the Scorpion, who was put to death. It was revealed shortly after that the Linn. esmural was in fact alive, as the Soshi had held him bornge the whole time. The Scorpion accused the Lion of practicing emperiect magic, while the Lion cried that the Scorpion had perverted the Kittu shuganja somehow. In either case, the Hanter was faced with the obvious conclusion - magic was not foolproof, and using it in such a menner was an affront to the karm and the Celestial Orden

To this day, restimony gleaned by magical means is usaless even in the lands of the Phoenia. Magic that reads men's souls or tells lies from truth amounts to nothing in trials. Even the noble spirits of decemed ancestors cannot be needed in such affairs, as only a shugenja can bring their words to the land of the living.

MAGIC IN THE COURT

A shugenga is a valuable tool in a damyo's hands, one which care may cally spy on his lord's enemies, detect when his damyo is being lied to, and moddle the minds of enemy generals attending the lord's court. Since the dawn of the Empire shugenja have employed the advantage magic provides to gain power and position for their datinyo. The idea is far from new, and every competent courtier accounts for the presence of an enemy shugenja in a gathering of lords.

Daimyo who wish to regulate spell casting in their presence must act carefully. As magic is a forth of devotion and prayer banning magic would be the same as denying the religion of the kami and Fortunes, which would be a monumental mistake. The best approach so far is to simply restrict the reciting of prayers (such as spells) to those who the daimyo trusts and knows. The Emperor himself ollows only a select few to conduct such coremony in his presence. Usually these are limited to the Elemental Masters of the Phoenix and the Seppun Shugenja of the Hidden Guard, swern to protect the life of the Emperor. From time to time, the darmyo of major shugenja families are also allowed such bonot.

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Daimyo, in their own court, can simply interrupt a shugeria openly using magic without loss of face. Clever lords simply request that their own priests forn in the recital, forcing the caster to wait until the daimyos shugen a come to interfere with the visitor The damyo can also reques, that a different sutra or prayer be chanted, ruining the chance that the first shagen a will succeed with his task

Casung in courts is a hidden affair, one that many shugenja indulge in but nearly none admit to. Hiding such an action is dishonorable, and to admit publicly to such behavior can have dire consequences. Many shugenja, however, fee, that the sacrifice of their honor is minor compared to the service they are performing for their clan or family

THE ROLE OF THE SHUGERUA

Shugenja are far more than simple spellcasters. They are the priests of the kam. their very power a testament to the wisdom and truth of their beliefs. It is the duty of the shugents to record and keep the names of the Fortunes. to act as intermediaries between the world of mortals and apirits, and carry the wisdom set down by the Celestial Heavens, Though they are not the keepers of the Too of Shinson (that duty falls to the Brotherhood of Shinsel monks), almost all shagenis are familiar with the text, and often see it as a guide to life maght by someone who understood the deepest secrets of the universe.

Like priests in other cultures, shugenja are often looked up to as guides, healers and keepers of wisdom Many large villages are blessed by a shugenta several filmes a year to promote a greater harvest, healthler livestock, and protect the vinage against threats both morta, and supernatural. As shugenia are known to be able to commune with spirits (the Kitau are the most adept at this form of magic) they are also a link between the living and the revered ancestors of the family. Such a daily is both a great honor and a staggering burden at times.

Shugenja also tend to prefer peace to violence. While

most clans have shingenja trained for war and capable of casting impressive battle magic (the Crab, Dragon and Lion tend to have more of such shugenja than the other cans) the path of the Fortunes and Rami tends to impress a chagenja with a strong reverence for life in al. its forms. Shugenja believe life is a gift of the Fortunes, and should never be wasted for petry disputes or for the pride of one man

MAHO

"Rload in itself is pure, though it is weak. That is why En Long's will corrupts those who turn inward for power, and cannot norm those who seek enughtenment from the ham."

Normally, the kami and other forces of the Celestial Heavens power magic. For those who drave an easter route to power there is make: blood magic Maho defies the Celegia. Order by drawing power from Fit Leng and his realm, and is therefore outlawed by the Empire of Rokugan A manu-tsukas (one who practices maho, literally "servant of magic") draws blood and swears issuity to an one in exchange for

power. These onl poughy stross the power they are bringing such server ors, and overlook the cost of such

> dealing. Al. such bargains end in the sternal dampation of the teukar's soul, no matter what his intentions. The corraption of Fu Leng touches the heart of a maho-tauka turning it foul and black if it was not so to begin with. Even those who try and use the power of make for good ends eventually are twisted by its influence, turning their back on family and clan to embrace the darkness of the Shedowlands.

Maho tsukai must keep their power secret from Rokugan, attempting to spread frouble for their unholy lord Mane involves curses, manipulation of the dead, dominion over the forces of the Shadow ands. accyling and other dark magic. Each time a maho spell is used, the caster must make a sacrifice of h and to an one or he deng (any blood will do, though the Shadowinds

prefer the caster use his own blood) and maho spells generally inflict a small amount of the Taint on the caster Maho is punishable in the same manner as treason engine the Emperor, as it furthers the power of the Shedow ands.



THE BOUNDARIES OF MAGIC

Magic is a gift, and as such a chugenja who abuses his power will find the sam, silent when he most needs their aid. Magic cannot be used to defy the Kharnik Whee, and the Cesestia. Order this includes tempering with the destiny of a mortal, causing the mampulation of the greater elements, forces (such as tides, stars, and the Moon). or the resurrection of the dead. Once life has slipped from its mortal shell, the person is gone for good. The magic of the kami will not bring a departed soul back from Jigokii, and asing maho to compel a spirit back to the land of the living twists and tottures the soul until it is released.



An Ogre Busht weeding a tetraho



Table 2-1 SHADOWLANDS TAINT SYMPTOMS

Taint	Taint				Bonus Maho Spolls							
Points	Modifier	Corruption	1	2	3	4	5	6	7	7	9	
1-5	0		- 1									
6-10	0	Mid	1						-	-		
11-15	+1	Moderate	1	1						-		
16-20	1	M d	1	1					_	_		
21 - 25	+2	Severe	1	- 1	1	_	_	_	_			
26-30	+2	Moderate	1	- 7	٦	_	_					
31 35	+3	Mild	T.	1,	-1-	-1	-	-	-	-	-	
16-40	+3	Moderate	1	7	T	- 1	_	_	_	_	_	
41-45	+6	Mild	2			-	-1-				-	
A6-50	+14	Severe			1	1	1		_	_	_	
53-55	45	Mild	7	2	- 1	- 1	1	Ţ	_	-		
56-60	+5	Moderate	2	- 2	1	1	1	1	_	_		
5-65	+15	Mild	2	2	- 2	T-	1	-1	-1	_	-	
66-70	本 哲	Severe	2	2	2	1	1	- 1	1	_	_	
71-75	+7	Moderate	2	- 2	- 2	- 2	- 1	-1	-1-	-1	_	
76-80	+7	M id	2	2	2	2	- 1	- 1	1	1	_	
83-85	40	Moderate	3	2	2	- 2	2	1	1	1	1	
86-90	+8	Mid	3	2	2	2	2	- 1	1	- 1	٦	

A shugenja may pray to the ancestors and Fortunes to accomplish greater tasks on their behalf. This does include the movement of the stars, changing of tides, and other great effects (except of course, bringing back the dead). This is much different than traditional magic as most spells are a shugenja asking the kami for assistance they are willing to give When shugenja petition the honored ancestors of mighty Fortunes, they are never sure what answer they may get. They must always be prepated for a refusal, and must abide by the will of such otherwordly powers.

THE SUNDANCE SHADOULANDS TAILS

The mystical condition known to the Empire as the Shadow-lands Taint is one of the deadlest threats Rokugan has aver faced. It is a physical and spiritual athliction that slowly and inexorably corrupts every aspect of the victim's life. The Taint is nothing less than the influence of the dark lord Fu Leng-Just as his power has turned a once verdant and into the foul and twisted Shadowiands, so too can his will subvert and destroy even the most powerful samural if they do not take the necessary precautions.

MECHANICS

The Shadowlands Taint is acquired via a number of ways, all described below. Every time a character acquires a point, it is added to his total. When the total number of points reaches a certain level, the character is then able to use the points to increase his physical abilities, but at the cost of acquiring more points and gaining more and more overt signs of corruption. Individuals who have the ability to east spells also gain additional spells as their Taint increases. These additional spells are always maho spells.

A character with the Taint can use his Taint modifier on any Strength. Dexterity, or Constitution ability or skill check. Joing this immediately gains the character 1 Taint point. Tainted characters must apply their Taint modifier as a penalty to all Charlema and Charlema-based skill checks. Each time the character advances on the table, they gain a new symptom (see Symplome of the Taint).

ACQUIRING THE TAINT

Fortunately, there are a limited number of ways to acquire the Shadowlanda laint. Unfortunately, many of those cannot be avoided for one reason or another. The most straightforward and commonest means of contracting the Taint is to enter the Shadowlands without suitable protection. Fulleng's power and intituence extend to all things inside those dark lands warping them to suit his foul purposes. Human boings are no different, and quickly succumb to his power without protection. Protection most often comes in the form of jade.

For reasons unknown to the shugenja of the Empire, is de offers protection from the corruption of the Taint. Some theo time that the elements that comprise jade exist in a perfect state of balance that is the anothers of the Taint, forestalling its corruption and protecting those who carry it. Unfortunately, the protection is only temporary. The longer jade remains within the Shadowlands, the softer and blacker it becomes until it too is corrupted and useless. Once the jade a samural carries is no more, then the Taint begins to consume the hody and spirit. It takes surprisingly little time

MECHANICS

For each day spent within the Shadowlands without the protection of ,ade a character must make a Fortitude test. The DC begins at 10 and increases by 5 each day. Failure results in the character acquiring one point of the Shadowlands taims The TN does not resert to 1, after a failure.

Another common method of acquiring the Taint is in combat with creatures of the Shadowlands or with Tainted humans. Within the Shadowlands, any wound received will almost certainly tester and inflict the Taint upon its bearer without very specific and attentive care. Even far outside that dark and, the claws and taions of only goblins, ogres, and other such creatures tend to poison their targets with the corrupting influence of their lord Tainted humans, while not usually possessed of the natural weapons needed to inflict for rupted wounds, often utilize weapons that achieve the same effect. Obsidian, in particular, is popular with maho-tsukal.



Obsidian is the opposite number of pide, and seems to have an affinity for the Taint. It is not uncommon for a weapon crafted from obsidian to become cursed and corrupt those whom a strikes.

The corrupted sorcery known as make is another means of acquiring the Taint. Steeped in blood and dark nituals, make is the gift Fu Leng grants to those who would wield magic in his name. It is an instilious, blasphenous practice that results in an immediate death sentence for any who are found practicing it. Make spells inevitably bestow Taint upon the caster, and many also have the potential to Taint the spell's target as well. This is only one reason that the Great Clans are so eager to root out make users within their lands: a single make tsukal can result in far more corruption.

Whenever a character is the target of any mabo spell that does not explicitly give the target Taint, the character must make a Fortitude save versus a DC equal to the caster's level in the mahotrulai class. Failure results in the target ecquiring a number of Taint points equal to half the spell's level, rounded down.

Sady, those are other ways that the Taint can manifest itself that no one in the Empire can understand. Infents with accomingly pure bloodlines can be born Tointed for no apparent reason, although fortunately this is exceptionally rare. In most cases, it is assumed that somewhere in the afflicted individuals history is a dark secret awaiting discovery. Other similar occurrences have been documented, when individuals manifest the Taint suddenly and for no apparent reason. Although many of these cases remain masolved, it is certain that some dark scheme of Fu Leng is being fulfilled by such events.

SYMPTOMS OF THE TAINT

Individuals with the Taint are rarely able to keep it secret for long, as the influence of Fu Leng can cause terrible changes in the body and mind. The changes are subtle as first, the sort of thing that only close friends and loved ones might notice. Soon enough however, they can become so savera as to radically alter one's personality or worp the sufferer's physical form into a hideous mockery of its former sell.

MILD SYMPTOMS

Physical: uncomfortable rashes, discolored herr, nervous ties, frequent nosebleeds boils, muscle spasms

Mental; occasional memory lapses, mild paranous or nenophobia, suditory hall actuations (hearing — or almost hearing — wares), transional fear of a particular substance or tiem, repetitions speech pasterns

MODERATE SYMPTOMS

Physical, extremely off-color skin resulting to a corpse-like appearance, profuse and constant perspiration, hair falling our in changes.

Mental: extreme paranois, radical and frequent mood swings, with hallactnetions, speaking in unknown languages, fits of extreme violence.

SEVERE SYMPTOMS

Physical: rotting flesh, additional limbs, new orifices, profuse bleeding from the pores, development of inhuman body parts (such as claws or chrimous plates), persistent illnesses.

Mental: trimatural hungers, extreme psychosis, aversion to smalight, clearly hearing evil voices, delusions of identity.

TREATING THE TAINT

The most sinister aspect of the Teinr is not the physical corruption that can cripple even the strongest samural, but tasher the slow spiritual degradation that affects the victum. The more Teinst someone acquires, the more he wents to use it to sugment his abdities as detailed above. This, in turn, causes the character to become further and further Teinted, and so on and so forth. It is a victous, unrelenting cycle that, almost always ends in death and dishonor

This makes it even more difficult to contain the Taint Treatments for the disorder are both uncommon and expensive and all too often the only available way for a character to avoid becoming Tainted further is simply to resist the stren call of the dark power that lies at their fingerops. Sadly, it is a tase and exceptional individual who is able to demonstrate such incredible willpower.

One of the few reliable methods of treatment for the Taint is the administration of a special medicinal compound known as "tea of jade petals" This compound is brewed from a very race beet. When administered regularly, the rea can suppress and contain the influence of the Taint but even it cannot completely eliminate it

Mechanics: The Tea of Purification can eliminate most physical and mental symptoms of the Taint in the inclif to moderate range. The tea must be consumed at least once every two weeks or the symptoms suickly tetain.

CURING THE TAINT

Thus far, no one has found a reliable, consistent cure for the Taint. Throughout history, a few rare individuals have stumbled upon some means to cure thermelves completely of the Taint, but no method has yet been found that can be generally applied to large numbers of Tainted summars! The closest means to a cure yet discovered is the ritual speal Blessing of Cleanaing, developed by the Kuni shugenja of the Crab Clain. This speal absorbs the Taint from a number of targets into a single undividual; the caster Obviously, the considerable value of shugenja among the Crab restricts this spell to extreme observances.

Some in the Empire believe that the secret of curing the Taim lies with those creatures that are accord immune to it effects: the Naga and Nezumi racas. Neither race can ever arquire the taint under any circumstances, to the degree that neither has the potential to even work mahorst simply will not function for them. The Naga have an advanced system of magic that has been proven to excuse the Taim from humans, but at a considerable cost: it drestically shortens the life-span, as the members of the room brotherhood the Unbroken can attest. The somewhat primitive Nexums, on the other land, have never demonstrated such an ability More visceral members of the Kuni suspect that it might be possible to synthesize an antidote for the Taim from the blood of the Nexumi, but thus far this theory remains cintested.





he Emera d Empite is a visc and expansive trul. With impanerable industrains, mysterious forests, rolling plains, and an angless sea stretching before, it, there is little thit capper be found with it its borders. If ignor an idylite land/for the elements can be harsh, burricanes

earthquakes, floods, disease, and drought are dangers that the men and women of Roxugan know all too well It is however, a beautiful place, tilled with wonder and

adventure

All land in Rokugan is owned by the Emperor life is the supreme authority, lord of all that he surveys. Since the dawn of the Empire, however the Empirer has given large tracts of land to the Great Claus to oversee in his name. In return for his generosity, the claus barvest the bounty of the land and give a portion of it to the Emperor in recognition of his wisdom and kinduces. In theory, the bartles that have been waged over land duting Rokugans history were pointless endeavors, as the Emperor could easily reverse any conflict's outcome. In reality however, the Emperor and his advisors allow the claus to year their fristrations everythe land, as it pets them against one another and allows the imperial court to magnitude apper hand.

There are many wondpons and unique places throughout the Empire. Tempies, casties, cities, lakes, and mountains all away those camufai possessed of an adventurous soul to discover their beauty and mystery. This chapter explores a finy fraction of those locations. The following descriptions provide your campaign world with enough detail to use them as they were intended, yet are general enough so that you may add your own feel to the empire of Rokugan.

OF THE CRAB

Lapital: Kynden Hida

Population: Approximately 4,590,000 (255,000 samural)

Favored Religion: Fortunes

Imports, Jade

Exports: iron, raw materials

HIDA KURODA, CRAB CHAMPION

Male human Crah Samin: CR 10; Medium-size humanoid (human); HD 10d10 + 20; hp 90; Init 43; Spd 30 ft., AC 20 (touch 14, flat-footed 16), ArC+14/+9 melee (1d10+5, 43 honomble kainna), +17/+52 ranged (1d8+4, matterwork mighty darkyu +4); SQ Class skill — Knowledge: Shadowiands (family bonus), Ancestra, Darsho, Honor 3; AL LG, SV Fort 19. Ref. 17, Will 19; Str 47, Dex 18 (Con 15 Int 12, Wis 15 Cha 8 Height 5 ft. 2 in.

Shills and Feats: Speak Language (Rokigam, High Rokugam, Nezum), Battle* +10. Climb +6, Handle Ammai +8, Jump +6. Knowledge (Shadowlands) +8 Ride +17 Sense Mouvé +7, Sput +7, Halas Technique*, Khamic Twin (Ancestor) + linked to H.da Kuun)†, The Mountain Does Not Move* Multiple Schools (Unicorn)*, Ride-By Attack, Shinjös Technique*, Spirited Charge, Votd Use*, Way of the Unicorn*

Prosessions: +1 transmoble katana (ancestral daisho)† +3 wakisashi (ancestral daisho), +2 partial armor, bracers of archary, +2 partial armor handing, lunrechast of speed, masterwork mighty dailyst +4

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At an early age. Hida Kuroda was sent to live among the Unicorn and learn their factics, as a gesture of peace between the two clans. Kuroda proved to be a brilliant student, displaying much of his Unicorn father's talent and provess. While among the Unicorn, he adopted many of their ways. He has a taste for cooked meat and tends to wear his hair in an exotic gaijin fashion. The other Crab mocked Kuroda's gaijin accentraties at first, but Kuroda revealed his true Crab colors when he thrashed all who mocked him (usually with his brother Kuons help)

Since returning to the Karri Wall, Kr rode has combined the swift cavalry factics of the Shinjo with the hardy defents that is the Lirab mainstay, striking quickly at the heart of the Horde and then retreating behind his clans thick defenses. Though he is still quite young, he has earned much respect among those who tollow him, especially from his twin brother Kuon.

With the recent death of his mother Hide O. Usht, young Kurods has found himself thrust into the position of Champion of the Grab. While Kuroda is no stranger to command he is uncertain if he will be able to coordinate and organize the entire Crab armies and is retrified to have so many lives depending upon him. Even yet the pushes his fear aside showing no weakness in front of others. He is a Crab, and he knows his duty. For the time being, he has determined to teinsin upon the Wall as per his mother's fine, command, and defend the Empire from the forces of Fu Leng

HIDA KUOR, CRAB GERERAL

Male human Crab Fir5/Ber5. CR 10; Medium-size humanoid (human); HD 10d10+40; hp 10p Init +2; Spd 40 ft., AC 29 (touch 12, flat-footed 21). Atk +17/+12 melee (1d8+10, +2 taint resistant die tsuch(); SQ Class skill — Knowledge Shadowlands (family bonus), Rage 2/day. Uncanny Dodge (Dex bonus to AC, can't be flanked); Humor f Al CC; SV Forr+12, Ref+4. Will+2; Str 19. Dex 15, Con 19. pr 10. Wis 11 Cha 11, Height 6 ft. 2 fr

Skills and Reaft Speak Language (Rokugani, Nezumi, Oni). Climb +10 Intimidate +6, Intuit Direction +5, Jump +10 Knowledge ,Shadowlands, +7, Listen +8, Wilderness Lore +8 Creave. Kharmic Twin (Ancester — Inked to Hida Kuroda)† The Mountain Does Not Move*, Power Artack, Void Use* Way of the Crab*, Weapon Focus (dic tsuchi), Weapon Specialization ,dic tsuchi).

Possessions: +2 taint resistant die tsuchtf, +2 great armor +2 amulet of natural armos.

While his twin Kuroda was treated to a more cosmopolitan education, Finda Khon's life has been more focused. Kuon has never journeyed outside of Cran lands and has never known any life other than that on the Wall. Since his father's death

during the Wat of Sparits, Kuun's mood has been dominated by an eerie, detached ca.m. While he has many comrades, he has no close friends aside from his brother. He confides in no one. He is even less prone to show emotion than most samural, especially for a Crab. The only exception is when the time comes for battle. Kuon becomes consumed with a savage, yet focused rage in combat, whether his foes are Crane usurpers or Shadowlands beasts.

With every death of a contrade, each passing of a triend, Knon becomes more and more consumed by bloodlast. Fearing for his brother's satity, Kuroda has placed Knon in command of the armies defending Yasuki Province from the Crane, hoping that his duties will keep his brother removed from heavy combet

Kuons style of battle is more direct than that of his Uncorn-trained brother. Though his tacties are sound and his troops well-trained, Kuon fights at the very head of his ranks, leading by example. With each day, Kuon becomes a bit more savage, more littense. His outbursts of bloodlust are lasting longer. His moments of cam are few and far between

Someday, he may be lost to his fury forever.

IMPORTART SITES

CB1 Shiro Kaotsuki no Higashi (Face of the East Castle): All diplomatic relations with the Crab are conducted here. The Crab once savigated the Shinomen from here with the assistance of the Rathings of the forest. Following the awakening of the Naga, the Nezumi tribes have been reluctant to enter the dread forest. The Crab need the forest's lumbar production and trade routes to keep their armies applied however.

CR2 Watchtower of the East. This watchtower, built years hefore the Carpenter Wall was eracted once served as the northern guard. When torches were at at the southern castles of the Crab, the guards at the watchtower would send messangers to all perts of northern Crab lands, carrying the message of an imminent Shadowlands attack. The tower still sorves that purpose, guarding from attacks and invasions across the high Twilight Mountains, but its effectiveness has been toduced since the building of the Wall Ever since, this tower has been largely abandoned, its purpose fulfilled by the much larger structure. Those guards who selve here are largely crimmals, dishonored salarum and those who have fallen into disfayor. An assignment here is a great dishonor, as the samural are stallound in the wilderness of Crab lands rather than where the true battles occur.

CB3 Katnisori sano Yoake Shiro (Razor of the Dawn Castle). The northwestern edge of the Kotu well is anchored here a stour rock of a formers squeezed between two steep hills. Shadowlands attacks are rater at the Razor of the Dawn than elsewhere and troops quartered here serve mainly as reservists. Samutal from other class looking to make a name for themselves are often stationed at Razor of the Dawn; the Crab are basitant to permit outsiders deeper into their delegaes.

The rocky terrain and hidden vales surrounding the castle make it an ideal location for infiltrating the Shadowlands. Spice and acouts are often quartered here, and meetings with tribes of Rathings take place fust outside its walls.

CB4 Kaiu Shiro (Carpenter Costle). Kaiu Shiro houses the Kaiu-fan.dv and is home to the largest smithy in Rokugan. The Kaiu engineers maintain the great wall from here, apprading their defenses and building new and wondroug siege machines. Plans and schematics adorn the wells of the paraces, and a huge forge dominates the main courtyard. The plains around Karu Shiro are covered with hall tistee and catapults, waiting to be moved to their positions on the wall.

Beneath the castle has a complex series of passages and catacombs; they run throughout the Kaiti walls, opening in several concealed locations in the Shadowlands. Crao accurs enter the corrupted realm through these passages, reporting any significant developments to the dampo on the other side of the wall. The entrances also serve as bolt-holes for spies trying to get back to the lands of the stin

CB5 Knda Mura: Kuda Mura is a quiet village, one of the few in Ctab lands that maintains good production of arable and This village is highly prized by the Hida, who often keep their magistrates hearby in the even, of a northern actack if the village of Kuda Mura is ever destroyed, Crab food

production will be halved and heads will rol.

CB6 Maemikake: This town is nearly a city, and much siger than any other Crab village in this area of the Crab sinds. Formerly ruled by the Hiruma, it came under the course of the Toritaka after the return of the Hiruma to their ancestral lands.

CB7 Midaki sano Mura (High Tree Village): High Tree Village is primarily a mining town Few women or families live here, it is mostly populated by samurat and heimin who work the nearby mines. Some say that the spirit of the Twinght Moun tains, the Shakoki Dogu, haunts this village by night, inhabiting floating lights that flash throughout the mountains. Few villagers are willing to travel deeper into the hiotintains, and lique wash alone by right.

— not even in the streets of the village, and terrainly not in the mines

CBS Kaktra Bogu (Breath of Kaktra); This insultingly named village is placed on the edge of a salt marsh, and the reak of its retrain keeps most samural far from the village's humble huts. Those peasants who live within the village make their living working the metals and stone brought north from Midars sano Mura, and are as the stone masons and metal workers. They have few visitors.

CB9 Nagat Acuki (Long Walks, This large village is a popular trade center for the miners and craftsmen of the Twilight Mountains and the eastern Crab lands. The majority of the village is made up of worker's quarters and shops,

and the rest is settled among the grable farmland in small pockets of civilization surrounded by bridges over thickly watered rice paddies. The villages name of Long Walk' comes from the need to walk many miles over these arched bridges just to find the particular shop or person you were looking for The town is scattered widery over three square rules.

CB10 Nishiyama Mura (West Mountain Village) Nishiyama is the smaller of two towns tocated on the Wall above the Ocean Mountains. Nishiyama rests on the western side of a series of natural caverns and twisting underground paths that lead to Higashiyama, to the east. Although there is a tond between the two villages, travel through the passages takes only half the time of traveling on the twisting mountain toads, and is never blocked by the snow that closes down the aboveground road for nearly one half the year CB11 Shiro Kuni (Castle of the Nation): This fortress resist the heart of the Cran defenses against the Shadowlands. While not physically imposing if its very large — able to accommodate an entire army of troops—and commands an imposing view of the sustounding countryside. The Cran generals plot their strategies here while messengers stand ready to relay their orders down the road that spans the length of the Carpenter Wall. A small army of bushi is always stationed here, serving as an anchor for the great wall and a determent to any Shadowlands eresture that perceives the castle as a weak link in the Crab defense.

CB12 Higashiyama Mura (East Mountain Village). Higashiyama is a small town, located on the eastern side of a series of natural caveros and twisting underground paths this lead to the other side of the Wall above the Ocean Mountains. These passages are dangerous, and caravans cannot travel them (though some horses can), but are often used by

traveling samural who wish to make haste over the mountains to the east or the west Every villaget knows that the passages are haunted worse inhabited by all manner of beasts and Shadowlands creatures but

that doesn't stop adventuring samurai from using the passages as a short cut. The Hids come to Higashiyama once a year, to officially destroy the Shadowlands infestation in the mountains. Sometimes, the Hida assault cleans out the passages for as much as three weeks, but the passages always

re puptira e

Crab Samura

CB17 Shiro Hiruma (Daylight Castle):
Lost to the forces of the Onl lord Maw over three hundred years ago, the castle and lands of the Hiruma family were occupied by the Shadowlands for centuries. The lands were recovered only a few decades ago following the defeat of Fu Leng on the second Day of Thunder The battle to recover Shiro Hiruma cost the Crab Clan the life of their champion, Hida Yakamo, although he was briefly reincarnated by the Maga Akasha

Sharo Haruma is besieged by the Shedowands daily, and many warnots die defending at Regardless of the cost, however, the Crab will not surrender it to them again. Shiro Lliruma is the only major Crab fortification south of the Grea. Wall

CB14 Koten: Some years ago an industrious darmyo decided that the Crab should have an ancestral hall similar to that of the Lion. The village of Koten was his chosen location.

but the experiment has not gone well. Unlike other clans, the Crab rately have any remains of their heroes to inter and often there are no survivors to tell the tates of those brave souls who have died in the Shadowlands against some great an insurmountable threat. With few stories and fewer items to display, the large half of Koten remains somewhat have containing only the tales of the ancient Crab heroes of legend and myth

CB15 Sunda Mizu Mura (Clear Water Village): This is the most significant port in the south. It is one of the oldest settlements in Rokugan, and has kept its old village name even though it has become one of the largest trading centers in the Empire.



CB16 Yasuki Hanko (Yasuki Defiance): In the early history of the Empire, this village belonged to the Crane even after the Yasuki family defected in the Crab. The persants defied the Crane, however, and many were killed by the Dardoj until concessions between the two clans transferred control of the village to the Crab. With the recent outbreak of war between the two, Yasuki Hanko has been one of the mort hot, y contested territories in the fighting. It has changed hands many times and is alkely to continue to do so.

CBt7 Kyuden Hida (Crab Clan Palace): At the mouth of the Last Stand river lies Kyuden Hida, the encestral bome of the Hida family and the mightiest forcess in Rokugan. The Crab Clan palace has the largest standing army of any single stronghold in Rokugan. The walls are bown from pure granite and driven into the rock of the land beneath them. The gates are constructed of thick steel, requiring ten men to open. The skull of a large Ora tord hangs above the ramparts as a

skell of a fuge Ore kird hangs above the ramparts as warning to any who would challenge the castle's might. A standing army of almost a thousand men is quartered here, ready to defend the Crab from any attack.

The castle is used the home of the H da Bushi School, where samural are trained in the harshest techniques. Students train in full armot, and graduates must venture into the Shadowlands and slay one of its degizens before they are given their weltizash.

CB18 Yasuki Yashiki
(Black Grane Batuten): The
Yasuki Palace was once owned
by the Clane Clan, but has
served the Crab for nearly 800 years.
The Crab Clan's efforts in the war over
control of the Yasuki are based from
this castle. Its proximity to the Crane lands
means that it could either be the beachhead
from which the Crab invade the Crane, or
the point at which the Crab are invaded by
the Crane

CB19 Watchtower of the West: Created to guard against the Crane, this worchtower is constidered a post of honor for Crab samural Those who are given this job are completely trusted by the H.da, and considered able to remot all Crane bribes

CB20 Tani Hitokage (Valley of the Spurits). Located between the Shinomen Mortand the Iwilight Mountains, this valley was once the home of the Falcon Clan. Since that clans absorption into the Crab as the Toritalis family, however, this has become a Crab territory and the center of the Toritalia family holdings

CB21 Kyuden Toketsu: Founded by a wealthy Yasuki metchant who wished to retire in comfort, Kyuden Inketsu was established near a moreorery where the monks remembered the sacrifice of Knut Harike A great hero of the Crab, Harike sacrificed his life to imprison the Kusatte Itu, perhaps the most powerful on that has ever existed.

OF THE CRANE

Capital Kynden Doji Population: Approximately 3,780,000 (210,000 samurai) Favored Religion: Ancestor Imports: Rew materials, foodstuffs

Exports: Fine goods

YASUKI HACHI, EMERALD CHAMPION

Male bustan Crane Sam5/Ftr4: CR 9; Medium-size humanoid (human); HD 2d10 + 14; hp 71 Init +B (+10 katana), Spd 30 it.; AC 22 (touch 14; flat-footed 18); Atk 13/19 metet (1d10 +6; +1 katana); SQ Class skill — Hide (Daidoji family bonus). Ancestral Daiaho: Honor. 3.

ALLG: SV Fort +12, Ref +8, Will +8, Str 14, Dex 18, Con 15, Int 14 Wis 12, Cha 17; Height 5 ft, 6 and Skills and Fratt. Speak Language (Rohagan. High Rokagan!), Battle* +12, Climb +9, Hide +14, Intjuist. Focus+ +15 [ump +10, Knowledge Law) +3, Ride +10. Sense Motive +11, Spot +6; Improved Critical (katana), Improved Initiative, Kakita's Technique*, A Single Moment* The Sudden Strike (katana)*, Void Use* Way of the Crane* Wespon Focus (katana), Wespon Specialization (katana).

Possessions. +1 Ratana (ancestral datcho), twisight lantern†, kimono of resistance +2, armor of the amerald champion*.

Hachi is a pleasant, easy-going man with an eye for the ladies. He's clever, handsome and somewhat succastic. The tough manners he learned during his Datdojt upbringing sometimes get him into a great deal of trouble, but luckily his childhood friend, the famous storyteller Dojt Nagori (mais Crine

Crt4/Art4), smoothes over mort of the rafted feathers Hacht leaves behind

Born Daidoji Rachi, a minor samura distantly telated to the Daidoji house. Hachis family had only sperse be dings and few friends in the court Even yet, their relation to the dumyo was enough to win an invitation to the Topaz Championship, the most prestigious gempukku tournament in the Empire. Though Hachi did not win the cournament (he was defeated in the final round by Mirumoto Ukta) he performed well enough to gain a position at

gunso in the atmies of the Daidoji. In other times, perhaps this would be the end of Daidoji Hachi's story. The Fortunes had other plans.

By bizarre circumstance, Hachi has for not himself in the position of Yasuki family dainnyo, the center of a war between two Great Claus. Though Hach, is proud of his Yasuki heritage, he is uncertain how he feels about forcing a lamily to long separated from the Crane to return. Hachi is not the sort of person to question the orders of his dainnyo, however, and has been lighting the Crab as best he can



As if his life were not comptex enough, Haclu was recently rommanded by his lord Doff Karohito to participate in the Test of the Emerald Champion Though Hacht won the Test, his final victory was stained by the interference of Bayushi Sunetra, a mysterious Scorpton samurai who seemed to be working in tandeto with Hanter Nesero. Hachi has accepted the position despite their meddling, for he knows if he were to deny the victory Maseru would have assumed the role himself, begunted it to an easily controlled dupe

Hachi is uncertain how his new responsibilities will affect his ability to speint his clan in the year over the Yasuki. He is uncertain if the Emerald Magnetrates will listen to a man who most of Rokugan thinks extraed his position through Scorpion treachery. Despite the barriers that lie sheed, Hachi is determined not to be defeated. Though he is uncertain of his future, he knows that his honor is the only guide he needs

KAKITA KYRUKO, TEMPTRESS

Female human Crane Rog3/Ftz2/Crt4, CR.9; Mediant-size humanoid (human) HD 2d6 | 7, plus 2d10 | 2; hp 51, Int +4 Spd 30 ft., AC 18 (touch 15, flat footed 13); Atk +9 melee (1d10+3, +2 kateta katana): SA Sneak Attack +2d6, SQ Class skill - Perform (family bonus), Evasion, Uncanny Dodge (Dex bonus to AC), Wealth, Talent, Bentens Blessing, Gossip, Your Life is Mine, Honor 2, Al CN, SV Fort +6. Ref +8. Will +6: Str 12, Dex 19, Con 13, Int 15, Wis 8, Cha 18. Height 5 ft. 4 in.

Skills and Feats: Speak Language (Rokugani, High Rokugan., Bluff +23, Climb +10, Decipher Script +9, Diplomacy +19, Games (sadane)* +9, Gather Information +17, Hide +14, Knowledge (Propierte) +9, Knowledge (Nobility and Royalty, +9, Move Silently +12, Perform +18, Search +9. Sense Motive +8. Spot +6, Tea Ceremony +6; Expertise, Improved Trip, Iron Wil., Skill Focus , Bluff), Vond Use"

Pessessions: Kahifo kalana +2, Kakifa biwa, masterwork ashigaru armor

A niece of the Kakita family daimyo Kakita Kaiten, Kyzuko has always displayed a potent mixture of charm, cumning, and swordsmansh.p. At an early age she strove to sharpen her mind as well as her blade, and is quite well versed in a variety of subjects. She is also skilled at performing the tea ceremony and has a rapiet wir and her exquinite beauty leaves a mail of broken hearts wherever she goes

She is, to put it simply, the perfect Crane.

Or she would be.

One unfortunate character trait Kyruko has always displayed is a remarkable stubborn streak. She is, for lack of a better word, spoiled. When things don't go her way, she tends to deal with those who have angered her in a direct materiet with ner Kakita bade. She has been involved in a number of violent brawls and three illegal duels during her lifetime, ladiscretions which have only been overlooked because of her relation to the Kakta daintyo. Kaiten himself is embarrassed of his niece, though he continues to protect her from the repercusmons of her outbursts.

When Kasten is not there to protect her Kyruko often gets by on sheer charm. She is adept at manipulating others, and can nearly always capole someone else into giving her what she wants. At thirty-seven she still retains much of the beauty of her youth, but even with the best Crane cosmetics that cannot last forever. Soon, she may have to learn to control her

legendary temper: ... Bur not today.

IMPORTART SITES

CN1 Toshi Ranbo wo Shizn Shite Reigisaho (Violence Behind Courtliness City): Many years ago, this city's lord and master, a Luce, was violently dislodged by an ambinous and skilled Crane general. While many in the Crane Clan thought the action was reprehensible, the damyo had no choice but to reward the general. The dainyou acknowledgment of the deed heightened tensions between the Crane and the Laon and was a key milestone along the road to the Lion-Crane war. That war carried over into the Clan War, during which the city changed hands many times, Following the Day of Thunder, however, the city remained in the hands of the Tsume family, vassals of the Doji, where it has remained despite numerous skirtnishes.

CN2 Shiro sano Kakira (The Dueling School of the Crane Clan): The Kakita family are noteworthy both for their fencing school and for their unparalleled dipromatic skills Their palace is very close to Otosan Uchi and about two miles

from Shiro no Yojin, beld by the Matsu (L15).

CN3 Kosaten Shiro (Crossroads Castle): The Dadoji's first line of defense against the attacking Lion armies is Kosaren Shiro. It is strongly fortified, but not as nearly as strongly as they would like. Dandon trickery and unorthodox tectics have so far proven enough to hold off the superior numbers of the Lion armies, but should Kosaten Shiro fall, all of the northern Grane provinces would be threatened.

CN4 Shiro Daidoji (Son of the Crane Castle): While they are not as cultured as the Doji or Kakita, the Daudoji are the rank and file soldiers - the "strong arm" - of the Crane Clan. The Crane put little emphasis on military tragh, relying instead on the strength of their ambassadors and diplomats, so the smaller Daidoji family is less influential than its consins

GNS Yufuku and Heigen Toshi (Prosperous Plains City): Among the greatest marketplaces in Rokugan, Yufuku. and Heigen teem with merchants from all the Clans. This is the site of the only open-sit market in the Empire, protected by the Daidoji from the west and the Doji from the south Even the Yasuki who remain with the Crab Clan come here to bargain and haggle with the merchants of the Cratte

CN6 Kyuden Doji (Crane Clan Palace): Only Otosin Uchi uself is more burnious than the bome of the Dop family, Built on the gentle shore of the Sea of the Sun Goddess, the grounds abound with rock gardens, dozens of shrines and wast flocks of cranes. Diplomats and nobility from all across Rokugan come to politick, but also to expenence the splendor of the magnificent surroundings. Kyuden Doji was destroyed during the Clan Wat, but rebuilt. It was damaged again during the Crane civil warbut repairs have returned it to its former garry once more

CN7 Musume Mura (Daughter Village): This village looks out over the ocean bay toward the Island where the first Hantel found his bride. The village is large, and contains a shrine to both the first Hantel and his bride, as well as a single one of those shed by the First Emperor when he

asked the young Bojt maiden to matry him

CN8 Benten Seido: This shrine to Benten, the Fortune of Romantic Love, is very difficult to reach, but offers a spectacular view of the valleys and mountains of the Crane. Legends tell that once an ancient Doji Champion lorced his daughter to choose between leaving her lover and losing her life. He brought her here to decide, and she throw herse.f. from the cliffs. The wind was so strong (and, heamin say, blessed by Benten) that the maiden was lifted from her fall and carried back up to the cliff's edge, where her beloved caught her. In the face of the Fortune's wisdom, the father relented, and the two were married



CN9 Samul Kaze Toshi (Cold Wind City): Named for the cold winds that blow in from the mountains, Samul Kaze is one of the main trading ports of the Crane. Most of the trading is done with Mura Sabishti (see CN13). The Spine of the World Mountains make overland travel to the village extraordinarily difficult, so most trading must be done over the waves.

CN10 Aketsu: An important trading post, Aketsu often contains tunusual items traded inland by the Mantis Certain silks, fabrics and stones unlike any in the Empire can be found here — and some whisper that the mysterious Kolat hold a secret havan within this small city.

CN11 Umacru Mura. The village of Umocru Mura was once a great city, but a Crab invasion generations ego reduced the prosperous city to a mass of rains and rubble. Criticals began the slow rebuilding process, but the work has always been interrupted by conflict after conflict, the most recent of which is the war over control of the Yasuki family.

CN12 Ookami Toshi (Wolf Gity). This city rests on the edge of a sharp cliff at the edge of the Grane mountains. Ookami Toshi is well-guarded, and contains an extraordinary messenger system. If this area were ever to come under attack, the Daidoji runners could spread the word within days — or sconer. Some say that the heart of Ookami Toshi holds a great mirror capable of potting messages back and forth to one other mirror hidden somewhere in the Empire, and that its portner may rest in the bowels of Kyuden Doji's balls

CN13 Mura Sabishii Toshi (Lonely Shore City): A key city in the Crane's trade and supply lines, Mura Sabishu sits on the south side of the Spine of the World mountains, with roads leading to Wall Above the Ocean Village (CN16) and toward Kyuden Kitsune (A23). Most trade comes from Sumui Kaze (CN9), but that is strictly naurical trade. Mura Sabishii is a flourishing port town, mainly because of its proximity to Samui Kaze. Travelers who wish to go from south of the Spine of the World mountains to the north must stavel many hundreds of index on foot — or they can commission a ship and arrive in Samui Kaze in less than a week.

CN14 Daidoji Training Grounds: These are some of the most civilized and well-tended training grounds in the Empire, and are the personal estate of Daidoji Rekai, datmyo of the Daidoji The Daidoji guardamen so noted for their exceptional understanding of the land are trained here, and massive maps cover the lower floors of the watchtower that stands guard over their labors.

CN15 Oni Mura (Demon Village): 'Oni Village', as it is called by the natives, is completely deserted. Although the fields around the village are sended, the heimin refuse to live in the rotting hits of the village grounds, fearing that an oni which ravaged the village decades ago might still be living within the small town's stone enclosure. Many ramsbackle huts have been built in the surrounding forest, and the heimin live there.

CN 16 Yama ne no bo ni Uini Mura (Wall Above the Ocean Village). Located just west of the foothills of Rokagan's southernmost mountain range, this small village is noted for its friendly inns and taverus. It is an ideal travel stop between the central and southern Grane estates.

CN17 Jukami Mura: One of the southernmost Crane vil ages and an important connections in the Crane's trade with the Mantis and the distant Crab. Many metrenaries can be found here — from ronn to Mantis and other minor clans

and any who wish to hire wave-men for some errand can certainly find them in Jukams Mura CN18 Shinden Asahina (Temple of the Morning Sun): Shinden Asahina is a small cluster of temples accated in sight of the Yasuki estates. The Asahina shugenja have traditionally been devoted to a peaceful existence, but since the Clan War have found it increasingly difficult to tempin apart from the affairs of the Empire. In the last few decades, a handful of Asahina have even cast aside the family's traditional partificit teachings and taken up the daisho. The Asahina archers have already earned a reputation as skilled warriors, and though not all among the family approve of their violent ways, their presence has done much to dissueds invaders from invading the rich Asahina lands.

GN 19 Aiso ni Ryokosha Mura (Friendly Traveler Village). Friendly Traveler is a small, weathy village on the outskirts of Yasuki territory. It is here that the infamous Yasuki datmyo Yasuki Taka first made his fortune by distributing superior sube throughour Rokugan. Friendly Travelet offers a variety of types of sake, and will readily back its claim that its brew is the best in the Empire. The village is quite hospitable to tourism, and has become a popular stop even when it's a bir out of the way. Friendly Traveler Village is one of the more vasuable holdings over which the Yasuki war is being fought.

THE LANDS OF

Capital: Shito Mirumoto
Population: Approximately 1,890,000 (105.000 samurai)
Favored Religion: All
Imports: Fine goods
Exports: Gold minerals

MIRUMOTO TEMORU, DRAGOR CLAR TAISA

Male human Bragon Sam? CR 7; Medium-size humanoid (human); HD 7d10 + 10; hp 55; Init +4; Spd 30 ft AC 20 (touch 14, flat-footed 16); Atk +11/+6 melee (katana, +10 (waleizashi) (1d10+7, +2 kasana; 1d4+5, +2 waleizashi, SQ Class shill — Knowledge (Arcana) (family bonus — Antesira Dauho; Honor 2; AL N; SV Fort +6, Ref +6, Will +8; Sr 16, Dex 17 (19), Con 13, Int 14, Wis 17 Cha 12, Reight 5 ft 10 in.

Skills and Fests: Speak Language (Rokugani, High Rokugani), Climb +9. Diplomacy +12, Isijutsu Focus+ +10, Intunidate +10, Jump +9. Ruowledge (Arcans) +12. Knowledge (Shadowlands) +6. Perform +10. Sense Motive +12. Cleave, Dusho Specialization (katans)*, Depths of the Void* Elemental Attunement* Power Attack, Void Use*, Wespool Focus (katans).

Possessions: +2 hatana (ancestral datsho), +2 waktzashi (ancestral darsho), +2 partial armor, obt of dexterity (+2)

Temoru is a child of the most spiritual samural family in Rokugan, yet he hardly knows one varse from the Tao of Shinsel. His family's patriarch detailed the style of two swords that his family has studied for centuries, yet he fights with one blade in combat. Fig removed from the realm of the Shidowlands, Temoru drills his subliters on tactics to be used against the beasts of that place. He knows that the Empire has but one enemy, and Temoru wished to prove to the Crab that they were not the only clan capable of recognizing this

However, destiny seemed to have something else in mind



When the war with the Phoenix began, Mirtunoto Temoru was outraged. Had the Phoenix not learned the folly of the past two generations? When his clan retaliated in kind, only to be assaulted by the Lion as well, Temorus famous temper ended with him claiming the head of a Lion general.

Temoru and his legion have become a force to be reckoned with in the current war. He trained himself and his men for the horrors of the Neadowlands, and (as he part it) "A screaming Lion in a silly wig simply does not compare to the darkness in an one's eyes." He employs tectics that shock even the Akodo generals, and he has single handedly slaughtered several Phoenia samura at once. Temoru is not the greatest fighter the Dragon has, he simply wants nothing more than to end the war as quickly as he can. He has studied the past, and has scarned the price the Empire has paid twice already for fighting amongst itself.

He also found something else in his studies. Though the references were hard to trace, several texts copied from ancient Phoenix scrolls refer to "Isawa's Gift" or "Isawa's Last Wish" and all describe the thing as something that not even the Phoenix could control.

Soon after that discovery. Temoru and his sold ers phinged headlong top Phoenix territories

TAMORI SHAITUNG. TAMORI FAMILY DAIMYO

Female human Dragon Shut6, CR 16; Med.um-size humanord (human) HD 16d6 + 112, hp 176, latt +1, Spd 30 ft., AC 19 (touch 14, flat-flotted 18,, Atk +13/+8 melee (1d10+5, +2 keen edge kainna); SQ Class skill Spellersfr (family honus), Sense Elements, Honor: 2 AI CN; SV Fort +12 Ref +6 Will +13, Str 14, thex 12, Con 22 (24). Int 17 Wis 17, Cha 16; Height 5 ft 4 in

Skile and Peats: Speak Language Rokugani, High Rokugani, Kamt, Alchemy +21, Concentration +25, Heal +11, Knowledge (Arcana)

21 Knowledge (Elements) +21 Knowledge (Maho) 19. Knowledge (Shadowlands) +13, Knowledge (Shintao) +11, Listen +12 Spelleraft +22, Spot +12, Brew Potton,

Elemental Astunement", Insure Ability", Marrial Weapon Proficienty (karana), Superior Element Focus (Earth)", Void

Use*, Weapon Focus (karana)

Spells Known (6/8, 14/8/7/7/7/6/3, base DC 17 + spell level. Elemental Focus — Earth): U—commune, dancing lights, detect magic, hands of clay*, mage hand, mending, purify food and drink, read magic, residance, writing list—cure light wounds, detect launt earth's stagnation, magic weapan, magic stone, protection from Taint'; 2nd—bull's strength, cat's grace, endurance, hold person, lesser restoration, soften earth and stone; 3rd—dispoi magic, greater magic weapon, keen edge, magic circue against Taint'; stone skape: the holy smite, jade striket, lightning boil, restoration, spike dones, 5th feeblemend, rightcous might, spell resistance, transmide rock to mud, wall of stone; 6th—control weather, flesh to stone, more earth,

stoneston, 7th—durategrate, essence of earth's statue; 8th—cartinguake, time's deadly hand.

Forsessions: amulet of natural armor +2, been edge katung +2, kimano of armor +3, obs of health (+2), ring of protection (+3), ring of wizardry II.

The daimyo of the Tamori is much like the mountain in which she makes her home: cold, beautiful, and solitary. She is a small woman, but bears the trademark aristocratic beauty of her family's Isawa ancestors. She tends to dress in revealing garments as a distraction for her opponents, or as she puts it "to indulge in the beauty with which the kami have blessed me." She is never seen without a katata by her side.

Since the corruption and disappearance of her father Agasha Tamori, she has struggled to bring hono, to the family's name through the sheer power of her magic and her devotion to the kami. She has earned her share of enemies as well, primarily among the Elemental Council and the isawa family. Isawa Taerako in particular despises Shaltung, and Shaitung teturns the sentiment with equal venom the spite between the turn is seen as a large contributing factor in the war between Dragon and Phoenix.

Privately, Shaitung fears that Taeruko is right to hate her for her connection to the Tainted Agesha Tamori. She is ashamed

of her father's downfall, and prays to the kame that she will be given the opportunity to atone for his sins. She never admits this to others, always maintaining the cold stony facade that is her trademark. She strives eternally to prove the worth of the Tamori, not only to the Empire, but to herself

IMPORTANT SITES

Tamon Shutteng

Di Takaikabe Mura (High Wall Village) This village overlooks the rough terrain of Exile's Road, the Unicom passage beyond the Badger lands and into the Northern Wastes. Legends say that Exile's Road ends in the distant Burning Sands, but no traveler in recent memory has ever returned from banishment beyond the road to tell the tale. Those who are banished often have a kinsman move permanently to this village, always watching the pass in order to defend the clans honor. Such a sentinel is considered an

honored guest (although a permanent one, and is always treated with the utmost respect by the Dragon heimin. After fifteen years of such service, such samural are invited to join the nearby monestery and spend the rest of their lives in purper for their dishonored relatives

D2 Fukurokujin Scido. The shrine to Fukurokujin, Fortune of Longevity, is not as resplendent as other shrines throughout the Empire. It is, however, the best made and sturdiest of such shrines, and every visitor is asked to give something of himself for the betterment of the temple—a painting, assistance in constructing a new room for the monks who warch the shrine, or some other boon.

D3 Yushosha Seido Mura (Champion Shrine Village): This small village near the Phoenix lands was said to have been the home of Togashi Yokuni, the Champion of the



Dragon Clan who perished on the second Day of Thunder. The mysterious leader of the ese zumi often visited the town and prayed at a small shrine outside the city's gates. The shrine is said to have the power to bring visions. Togashi Hoshi is rumored to visit this village on occasion.

D4 Kyuden Hitomi (High House of Light): The final formess along the Dragon Way is the forcess of the Hitomi family. It was once the home of the Togashi order of monks, but now the Hitomi, Togashi, and Hoshi orders dwell here together. They are less a family than an order of samural who have devoted themselves to a strange religion, or philosophy, or both. The "tattooed men" of these sects - the use zumn popular figures in Rokugan's literature. These use anim revely venture outside their monestic castles, but when they do, their bizarre actions reflect their inexplicable attunement to the Five Blements, The road that leads to this castle is a shareangled steep climb. An amoused man trying to make the climb would certainly fall.

D5 Maigo no Samurai Mura (Lost Samurai Village): This small village was abandoned by the Dragon Chin once their great mountains began exploding in flame. In the mouths since, the Rejn tribe of the zokujin rare has taken up residence here, marveling at the wonderful objects left behind by the terrified Dragon peasants. The peaceful zokujin have become attached to their new homes, and might not be willing to give them back if the Dragon were to return

D6 Yamasura: This city performs the majority of Dragon. trade with the western Empire, making frequent arrangements with the Unicorn and Lion Clans for commerce. It is a widely speced city, on a tall flat plate among the high mountains of the Dragon. Many Emerald Magistrates, unsure what to do after the Emerald Champion died in the Scorpion Clan Coup, gathered here. Because of this, the city has been relatively free of bandits for quite some time, even though the Emerald Magistrates have since moved on.

D7 Shiro Tamori (Tamori Castle): This castle once housed the Agasha family. Its current occupants, the Tamon. were incorporated as a Drugon family after the vast majority of Agasha defected to the Phoemx Clan, All Agasha holdings defaulted to the Tamori, including their ancestral casele. The Tamon keep the Dragon Clan library, and their castle is the home of the Dragon shugenja school. Fortified deep in the mountains, this castle is one of the deepest mysteries in Rokugan. Although once the Dragon often accepted visitors to their shugenja schools, they have been touch more exclusive since the loss of the Agosha

US Heibrisu: This prosperous city on the edge of Phoenix ands performs a large amount of the Dragon trade with the sest of the Empire. Unusually for a Deagon city, visitous are welcome in Heibersu. It is a high city, surrounded by water and roiling hills, created by mountains to the north and cast. Heibensu has recently become one of the focal points of the Dragon Clan's front line in their war with the Phoenix.

D9 Shiro Kitsuki (Last Step Castle), Called "Last Step" because of the steep climb that leads away from this castle to Kyuden Hitomi (D4), Kitsuki Castle is the home of the most "orthodox" of Dragon Class families. Almost all diplomats of me Dragon Clan are from the Kitsaiki family. Some say there is a secret path from the flattands to Kippuld Castle, but if there is, it is hidden well.

D10 Shiro Mirumoto (Last Glance Castle). The home of the Miramoto family stands high at the entrance of the Great Wall of the North. The mod spirals opposed into a wide ravine and the cartie looks down into the ravine. Those who wish to

visit the castle must camb the steep with. Invaders must avoid arrows, pitch and fire from above with no way to retain the previous lord of this castle. Mitumoto Hitomi, inherited the Dragon Clan's ancestral sword along with leadership of the family, but she left it behind. She was eventually to lead the Dragon Clan, found the Hitoms family, and replace Lord Moon hunself. The current land of the Mirumoto is Mirumoto.

Did Kyuden Ionbo (Dragonfly Clan Palace): The Dragonfly Clau was born from a marriage contract between a ramurai from the Phoenix Clan and a shugenja from the Dragon Clan. The Dragonfly Clan's castle is not formidable, but is protected by enchanted walls and the courses of the Dragonfly, the Dragon and the Phoenix. The Dragonfly Clan serves as emissance and go-betweens for the Dragon and the rest of the Empire. If you wish audience with the Dragon, you. must first seek audience with the Dragonfly

The lands of the Tonbo family have been ravaged during the early stages of the war between the Dragon and the Lion-Phoenia alliance. It remains to be seen if the Tonbo will be

able to rebuild.

D12 Tol Koku (Distant Paddy Village), Although the Dragon remain mostly aloof from the remainder of Rokugan, they still must est, and their mountainnits lands do not grow crops well. When merchants come to deliver rice to the Oragon, this is the village where they transact their business. It is one of the few remaining food-producing villages in the Dragon lands since the eruption of the voicano (D14)

D13 Nanashi Mura (Anonymous Village); On the southern edge of the Dragon territories stands this anomaly of a yil lage. The village is, in fact, inhabited and ruled entirely by romm, this was first sunctioned by Dragon Champson Togashi Yokuni, a sanction that has been honored by subsequent Dragon champions. The Dragon forbid the roain village any obvious defenses, limit the size of its city guard, and watch the village with a careful eye. Thus far there have been no major disorderly incidents. A romin who comes to Nanashi will be asked no questions about his past, so long as he causes no couble.

Although very close to Dragon lands, Nanashi Mura is technically outside the class borders and therefore its population there is not included in the Bragon Clau's statistics

D14 The Wrath of the Kami, This volume volcano empted unexpectedly a few months ago. The shugenja of the Dragon Clan, normally very much in tune with the rame of their mountain home, were caught completely off guard. In addition to the massive loss of life the eruption caused, the resulting environmental changes have severely damaged the Dragon Clan's obility to produce food for their people

Capital: Shiro Marsu

Population: Approximately 5,400,000 (300,000 semura)

Ervored Religion: Ancestor Imports: Rate materials

Exports: Copper



AKODÓ GIRAWA

DRIMYO OF THE AKODO FAMILY

Male human Sam15/Frr3. CR 18; Medium-sized humanoid; HD 18d10+54; hp 195, Init +5, Spd 40 ft., AC 23 (touch 16, flarfooted 22): Atk +24/+19/+14 melee (1d3+6, tessen of smiting): SQ Saturitat abilities (Ancestral Daisho'g Honor, 2, A). LC; SV Fort +17 Ref +11, Wil +15; Str 16, Dex 13, Con 16, Int 13, Wis 14, Cha 13. Height 5 ft. 7 in.

Skills and Fests: Speak Language (Rokugani, High Rokugani, Zokupn). Battle* +12, C.mb +14, Diplomacy +7, Handle Animal +6, lay utsu Bocus+ +8, Intimidate +11, Jump +14, Knowledge (Bloodswords) +5, Knowledge (Ninja) +5 Rude +10. Sense Motive +10, Swita +12; Akodo's Technique*, Armor Proficiency (Heavy), Cleave, Combat Reflexes, Endurance Improved Instistive, Iron Will, Power Assack, The Final Lesson*, Void Use*, Way of the Lion*, Wespon Focus

Possessions: lessen of smiling (as make of smiling), transferwork great armor, ring of mind protection, havri of resistance (+5), bracers of armor ,+5).

Once, long ago when he was young and brash, Akodo Cinawa fatied to protect his lord from an assassin. The mysterious assauana used one of the legendary Bloodswords, Revenge, to cloud Ginawas mind. That was no excuse, and Ginawa became round leaving the Lion Clan behind with Revenge at his side to seek revenge on the assessin.

For years, Ginawa scoured the Empire for clues as to the .dentity of the assassin Sadly, his search was fruit, ess. No one be encountered could aid him in his quest Over time, the bloodsword grew more and more influential, transforming Ginawa from an honorable man to a seething cauldron of violence, always on the brink of an explosion. Fittally, Ginawa found something that gave him hope, something that reminded him of the honor he had once known as a samural.

Torum the Black Laon

Serving the former Akodo daimyo reminded Cinawa of who and what he was. Although he did not abandon Revenge, he vowed never to adow it to cloud his mind again. After the conclusion of the Clan War. Gurawa continued to serve Totari I up until the Emperor disappeared. The former Lion scoured the Empire in search of his master, becoming

embroised in the war against the Living Shadow. Upon Toturi's eventual terum, the forces of the united Great Clans defeated the Shadow, and named it Akodo to redeem all that had been jost The Emperor designated Ginaws, one of the few surviving

true Akodo, the new family damyo.

For decades, Ginawa has led the Akodo to regain their former giory. Now he is an out man who has put the way of the sword behind him. His life has been full enough of death, and he has no desire to see more before he joins his ancestors. His cian's daimyo is now Matsu Nimuro, a brash and violent young man who is leading his people to war with the Dragon over a minor treaty with the Phoenix. Ginawa looks to the Tsuno, the mysterious beasts attacking the Lion's home, and wonders if even the Lion can survive a war fought on two hours.

KITSU DEJIKO

VERGETUL KITSU SAMURAI-KO

Female human Sam7: CR 7: Medium-sized humanoid. HD 7d10+14, hp 49, Init +3; Spd 30 fc; AC 19 (touch 13, flat-footed 17); Attack +12/+7 melee (1d10+5 +2 katana;; SQ Class skill Knowledge (War) (family bonus), Samuras abilities (Aucestral Unixho); Honor 3; Al. LC, SV Port +7, Ref +4, Will +7: Str 14. Dex 14, Con 14, Int 12, Wis 11. Cha 8

Skills and Feats: Speak Language (Rokugani, High Rokugani), Climb +9, Diplomacy +1, Handle Anima. +5 laquisu Focus+ +3, Intimidate +8, Jump +9 Ride +9 Sense Motive +4, Swits +5; Death Trance*, Endurance, Improved Inmerive, Spirited (Anceston Akodo Samune)* Void Use*, Weapon Focus (katana). Height 5 ft. 5 in.

Possessione +2 katana (ancestral darsho), wakizashi (ancestral dassho), masterwork lamellar atmot, masterwork yumi and 20 arrows, harri of resistance +2, amulet of

natural armor +1, tortoese shell talesman.

All of her life Kitsu Dejiko has longed for battle. She has served loyally in both the armies of the Lion Cian as well as the Imperial Legions. Indeed, in her Imperial service she fought bandits alongside her great friend Toturi Tsudao, the Emperor's child who is known as the Sword Dejiko has devoted her entire life to the perfection of her art, to the mastery of the blade and of bush do Even ber revered sensei marveled at her passion and prowess

Why then, she wonders, has she not been accepted into the Lion's Pride? The Pride are the greatest warriors of the Lion Clan, the deadliest samurat ko in all of Rokugan. Her place is obviously with the Pride. Yet they have repeatedly refused her entrance to their ranks It fills her with rage each time, yet she must not dishonor herself by showing it. And so each time she bows numbly and thanks the Pride for their consideration, vowing to

try agmin.

News of the Lion Clan's war with the Dragon was glorious indeed to Deitko. Surely this would provide her with the opportunity to demonstrate her worthiness. She gleefully threw berself against the Miramoto armies, shouting her ancestors' names as she cut her enemies down. It was what

she had longed for her entire life

When the summons came for her to return to the Kitsu lands, Dejiko was crushed. She was being removed from the battle, perhaps for some unknown or imagined dishonor. She would never join the Paide Upon her return house, however, she found that no dishonor awaited. Her skills were needed to defend her family's lands from a mysterious new opponent inhuman monstrosities called the Tsuno. Though savage and powerful, the Tsuno can be defeated. Dejtho will not allow them to descerate her home any further, no matter the cost.



IMPORTANT SITES

It Inshi no Meiyo Cisei (City of Honor's Sacrifice): A young samurai marden—whose name has been erased from the Lion histories—made the ultimate sacrifice in the home of the headman of this village. She kept a sacret lover here, and when her damyo discovered her secret, she vowed to commit seppulsu to show her loyalty to her lord. The damyo agreed, but at the ceremony, he gave her a wooden sword to perform the set. The samurai ke took the wooden sword and performed the ceremony, despite the insult. A shrine deducated to her memory still stands in this village.

L2 Mura same Eiyo ni Soru (Village of the Reinstated Hero). Ikome Teidei was a young, handsome and promising samurai, or at least he was before his dainyo was killed by an assassin. Teidei became a rutin and spent seven years seeking out his dainyo's killer. He finally cornered the assassin in this village. A shrine stands today where the roun killed the assassin and then committed seppuku to your his master.

L3 Shiro sano Ken Hayai (Castle of the Swift Sword): This is the school of the Akodo (study, teaching its samurai both the pen and sword aspects of bushido. This is where the great and noble history of the Lion Clan is kept. It is also the ancestral home of the Kitsu family

L4 Rugashi. This bumble village in the central Lion lands is one of the most heavily traveled cities in the area. Travelers wishing to move from the Crant to the Unicorn lands, or from any northern point to central Rokugan, generally come through here for supplies and equipment. This is one of the few towns outside the Dragon lands where are zumi are not an unested sight, and it is rumoted that the governor of Rugashi has secret trade agreements with the Dragon and Dragonfly clans.

15 Oikm I'ms village serves as a permanent military outpost for the Lion's intermittent steges of Toshi Ranbo, the Grane fortress, Many separate unsuccessful attacks have been directed from the village in the past half a century, two were hell by the former Champion, Akodo Arasou, and two more by another former Champion, Matsu

Isuko. Lion soldiers dread being assigned to this willage, for the repeated failures have given the village a reputation for being cursed. Isoko was the first to move her command staff to Ninkatoshi (L9) and assign redundant and unnecessary personnel to Oiku, a practice that has become tradinon in the intervening decades.

L6 Shuranai Toshi (Darkmess City): This city, founded in the lee of Lookout Mountain (a singular mountain rising from the plains of the Lion lands) is one of the original Ikoma strongholds. It dates back to the Lion occupation of Directon lands during the long period of time in which the Ki-Rin were not in Rokugan. It was not returned to the Otaku when the Unicom returned; a point of contention that has been debated in the Imperial Court for nearly three hundred years.

L/ Foshi: This rather uninteresting city has the distinction of producing a large percentage of the Lion Clan's food. The clain guards its food supply with plenty of troops, and a tremendous number of siles outside the city hold the crops for military dispensation later in the year.

1.8 Renga Murai (Briek Village): This village, constructed almost entirely of stone, stands on the edge of the only major

Lion forest. The lumber goes entirely toward military purposes, and the peasants of this village are not allowed to use it for building purposes; thus, the village's structure and name.

L9 Ninketechi (Permiasion City). This village serves as a military outpost for the Lion in the constant struggle against the Crane. The villages conversion from fattuing village to strategic outpost mok place currely under the direction of Marsu Tsuko shortly before the Clan War. The Marsu daimyo strives to ensure that only the finest bush.

and most skilled officers receive appointments to Ninkatoshi. Outside of the Wir Colleges, the small village has become a tione for the best the Lion Clan has tooffer

Life Kynden Ikoma (Sacred Wetch Palace): The Ikoma home and is corated at the base of the Mountain of Thunders, where the Scikitsu mountains divide the Empire in two. The fortress often hosts informal meetings where the leaders of the clan discuss internal issues. Once the farthest outpost of Rokagam arvilization, it defends the Lion from possible Dragon or Unicom incursions

L13 Bishamon Scido: The Shrine of Bishamon, fortune of strength, is elaborate and ornate tended by in less than five hundred Katsushingerija and priests. It is one of the best-maintained buildings in the Lion lands, and is also where the ente Matsu Lions Pride trains. Males who wish to get foot

on the Lton's Pride training grounds must accept a challenge to prove their sincerity and attength in battle

L12 Tonfajutsen, Thas small city which takes its mine from its distinctive fighting

style, is said to have been the location of a great weaponsmith named Golozi. This weaponsmith, legand has it, created the first peasant weapons, and is therefore reviled. He created and employed the first tonis in this city, forcing the Emperor's own magistrates to stop barassing the town's heimin. Golozi was rapidly brought up on charges, testified against, and put to death. A small peasant shrine is said to exist in the woods outside the city, but few heimin are willing to show it to oursiders.

1.13 Shiro Akodo (Loyalty Castle); This castle goes by the name of Shiro Akodo even though it has not been the center of the Lion Clan since the Scorpion Clan Coup and the





attendant destruction of the Akodo family. Following the tecreation of the Akodo family at the Battle of Oblivious Gate, Akodo Ginawa led his people here and reclaimed the castle

114 Kenson Cakka (Humihty's Lesson): This fortress once known as Shiro no Meiyo — the Castle of Honor—trands as a teminder to the Lion's southern neighbors. Over six hundred years ago the Scotpion tried but hiled to take Ikoma Castle. In response, the Matsu attacked the Scotpion's nearest castle, previously called "The Lion's Shadow." When they took the castle, the Matsu killed every man, wuman and third inside and claimed it for the Lion Clan, renaming it "Hamility's Lesson."

L15 Shiro no Yojin (Castle of Vigilance): Seventy years ago this castle belonged to the Grane Clan, but now it belongs to the Matsu family. The Grane abandoned the custle when they saw an advancing Lion army, marching to avenge a slight made by a Grane diplomat. Today no one recalls the comment precisely, but the Matsu family remains in Shiro no Yojin, a convenient location from which to launch an attack against the Kakita family.

1.1.6 Kyakuchu Mura (Footnote Village): Founded shortly before the Scorpion Coup as a numer checkpoint monatoring the Bayashi, Footnote Village suddenly became a major strategic strongpoint when the Clan of Secrets fell. The Imperial Legions began using the area so a staging ground to maintain order in the vacant Scorpion territories, leading to tapid development in the area. Even after the return of the Scorpion the village has remained a primary training ground for the Imperial Legions, and is a frequent base of operations for Toturi Tsudao necessifi

L17 Kaeru Toshi (Captured City): This city was taken in battle with the Grane shortly before the Clan Wat. Matsu Tsuko renamed it and commanded Ikoma and Matsu troups to hold it as a staging ground for imminent assaults on Kakita Palace and the Osari Plains. The city was in a constant state of rebellion for many years, as Crane samurai and heimin fought against their Liou overseets, but the Lion maintained the upper hand and have subdued the city throughout the intervening years

L18 Shiro Matsu (Last Breath Castle): This is the ancestral Matsu bome, where Matsu horself met with the Kami Akodo. The largest contingent of Lion samues is here, carefully guarding the supply lines on which the vost Lion samues depend. The armies are made up of all the Lion families: Kitsu, Akodo. Matsu and Ikoma alike.

L19 The Kitsu Tombs: Although not the ancestral home laud of the Kitsu family, the Kitsu Tombs are the seat of these power. Here the greatest heroes of the Kitsu have their femains interred, although most other Lion families choose to have their dead placed within the Hall of Ancestors. When the traitor Kitsu Okura corrupted much of the Kitsu family and summoned out to serve them, the Tombs were his headquarters. The family has since been cleansed of its dishonor, as have the combs themselves.



THE LANDS OF

Capital: Kyuden Gotei
Population: Approximately 1,080,000 (60,000 samutai,
Favored Religion: Fortunes
Imports: Raw nearmials
Exports: Sills, spaces, exous goods

TSUZUCHI OKAME

SETAVH TEAM DAVOY

Male human Ftr4: CR 4: Medium-sized humanoid; HD 4d10+8, hp 28; Init +3. 5pd 30 ft.; AC 13 (much 13, flat-footed 10); Att +9 tanged (1d8+3, masterwork mighty yamt +3); SQ Class shall—Craft Fletchery (family bonus); Honor. 2; AI LN; SV Fort +4, Ref +1, Will +1; Str 16, Dex 17, Con 15 Int 14, Wis 13, Cha 9; Height 5 feet, 4 inches

Skills and Feets Speak Language (Rokugani, High Rokugani), Climb +5, Craft (Retchery) +9 Hide +5, Jump +10 Move Silently +5, Ride +6; Point Blank Shot, Void Use's, Wespan Focus (Longbow), Wespan Specialization (Longbow)

Possessions: masterwork yami (longbow), 50 masterwork arrows, ashigara armor, quever of Tsuruch (as quiver of Ehionna), masterwork tanto, silent bell falsiman.

Oksme is one of the most prominent young Wasps of his generation. He and others like him were the first generation of samural born into the ranks of the Wasp Clan Before, wattions were simply accepted into the Wasp clan after meeting the approval of Isuruchi, the clan's founder Okame, however, leels the heritage and mantle of the Wasp throughout his very soul. There has never been any other life for him He would have it no other way.

The young warrior has been troubled of late by the Wasp Clan's absorption into the Manusa. He realizes that the Manus are benefactors and parrons of his family, but it seems wrong somehow to simply abandon decades of tradition and struggle simply to add to the flagging ranks of the Great Clan they serve. He has spoken to other young Wasps, and found many that share the same feelings.

For the time being, Okame continues serving the clau as he always has. He is quick to correct any who refer to him as a Mantis; he is very much still a Wasp, and will always remain so.

YORITORO KITAO

MARTIS CLAR CHARRION

Female human Ftr8/Rog4: GR 12; Medium-sized humanoid, HD 8d10+24 plus 4d6+12; hp 88; Int (2, Spd 30 ft 1 AC 12 (touch 12, flat-frosted 11); Att +13/+8/+3 melee (1d12 +7, +1 kern ne-dochi); SQ Class zkill Profession. Sailor (family bonus), Fighter abilities (Wespon Specialization: no-dathi), Rogue abilities (Evasion, Sneak Attack +2d6, Uncarny Dodge); Honor. 1, AL CN, SV Fort +7, Ref +6, Will +3, Str 18, Dex 13, Con 16, Int 11, Wis 10, Cha 11, Height 5 ft 6 in

Skills and Rais: Speak Language (High Rokugam, Rokugam), Balance +5, Bluff +4, Climb +8, Diplomacy +4, Gather Info +4, Innuit Direction +4, Jump +8, Listen +4, Move Stiendy +6, Profession Sailot +7, Rade +4, Sense Motive +4, Swim +11, Cleave, Cold and Cunning (Ancessor Gusat)* Dodge, Improved Initiative, Power Attack, Foughness, Iwo Weapon



Fighung, Soul of the Storm*, Void Use*, Way of the Mantis* Wespon Focus (no-dachi),

Poucesions: +1 hern no daths, the Bittet Flower kobune (heelboat), gloves of swimming and climbing, shakuhache of the wingyo (horn of tritons), amulet of natural armor (+1), 550 koku.

Untried and antested, Yoritomo Kitao has very recently become the damyo of both the Yoritomo family and the Mantis Clan. She came into the position following the death of her producessor Yoritomo Aramasu (the hand-picked successor to Lord Yoritomo himself) at the hands of the treacherous Scorpson Clan. She was the first Mantis to arrive at the scene of Aramasu's murder, and many Scorpson died at her hands that day. The Mantis Clan believes she has proved her strength and loyalty.

le is all a he

Yorktomo Kitze has led a dishonorable life. She came to prominence through her wealth, she acquired her koku during the War of Spirits, smuggling weapons and armor to the armites of Hantel XVI aboard her ship the Bitter Flower Had she been discovered, she would have been executed for treason. Kitao has always been cautious, however, and covered her tracks. No one living knows of her activities during the war, at least so far as the knows.

Kitaos troschery does not end there. She toade an attaugement with the Scorpton to betray Aramesu, whom the Scorpton have considered a traitor ever since he abandoned the Bayushi name to take up Yoritomoi. Although amply paid by the Scorpton, Kino betrayed them as well, appearing at the scene of Aramana's death and killing the conspirators. She now wishes to eliminate all traces of the bargain that made her Mantis Clan Champion, a task that seems arduous at best

Kitto also has agents smuring the himpire for an unidentified item or person. It is rumored that the object of her quest has something to do with the brief marriage of Yoritomo to Moshi Wakiza. Emethy what this is, no one can my

IMPORTANT SITES

Mt Kyuden Gotel (Mantis Clan Palace): Perhaps the least traditional palace in Rokugan, the home of the Mantis Clan is also one of the most splendid. Unconcerned with simple gardens and expressions of Shinsel's teachings, the Mantis palace looks like a treasure trove. Objects of gold, silver, and other precious metals and stones adorn the walls, sharply contrasting with the simple, plain homes of the Seven Clans. It is also here that the mighty fleet of the Mantis Clan guards the Mantis ulands.

M2 Toshi no Inazama (City of Lightning): At least once a year, the tall towers of this city are struck by lightning. The temple of Osano Wo—one of the most extravagam and beautiful temples in Rokugan, and the tallest building in the city—is usually the target.

M3 Kalmetsu-uo Seido. This shrine to Kalmetsu-uo was raised a few decades ago upon the ascension of the Mantis Clau Jamyo, Yoritomo. He built it to honor his ancestor, and ask for the First Mantis blessing on the clim. Whether his supputation was heeded or not, the Mantis have indeed been blessed with good hatvests, good trade, and few storms since the creation of this shrine.

M4 Iokigogachu: This small Manris village is lamous for only two things: fish and festivals. During most of the year, when the bosts aren't sailing and there are no holidays to celebrate, it is so ordinary fishing town, quiet and brand. However, when there is a festival, the city comes to life, with fireworks, celebrations, parades and magnificant parties worthy of the Emperor hunself. In fact, both Hanter XXXVII and Hanter XXXVIII are said to have visited the New Year's Day celebration in Tokigogachu on a number of occasions, although in disguise, lest the Emperor be found openly visiting so poor and humble a city.

M5 Maigosera Scado (Shrine of Lost Sailors): A massive bonfire is always lit in the great tower that rises over this shrine, in the hopes that the souls lost at sea will see the light and be able to return home to Rokugan and find peace. The tower looks can over the Mantis Bay of Dark Water and over the wide ocean to the south. Some claim a city of horrible treatures lies at the bottom of the bay, and most of the local sailors throw rice over the side when they cross, so as to avert curses from the treatures below.

M6 Hyuden Ashinagabachi (Wasp Clan Palace): The samura of the Wasp Clan are the finest archers in Rokugan and its castle defenses count on its samurai's prowest. The road to the castle cuts through a steep mountain pass allowing Wasp archers to sevithe down advancing armies with impunity With the recent absorption of the Wasp Clan by the Mantis, this has become a Mantis Clan holding, secure, a under the control of the Tsuruchi family.

M7 Sharga: This quiet village is governed by the Tsurucht family of the Mancis Clan, and houses only heimin (all of whom have been trught to wield weapons such as the tonfa, though they keep such knowledge secret). It accounts for the majority of the Tsurucht family's food production, and is carefully guarded by the vigilant heimin. Few samural hother to come here, but if they did, they might discover the villages other secret: a vein of gold that exists nearby, mined only lightly by the Tsuruchi in order to keep its existence quiet—and tax-free

MX Tant Senshio (Valley of the Centipede): This serinded valley occupies a small swetch of land between the treacherous Pais and the sea, it was once home to the Centipede Clan, a small matriarchal clan of shugenja who exclusively worshiped Amaterasu. Their power in fire magic at incredible, but their numbers have always been small. The Centipede have become a family within the Mantis Clan, but the Moshi family retains control of the valley to this day.

OF THE LANDS

Capital, Siksa Population: Approvincate y 2,000,000 (99+% currently asteep

Favored Religion: Umque

Imports: None

AKASHA

LEGACY OF THE MAGA

Female human Ftr6/Mnk4: CR 10: Medium sized humanoud; HD 6d10+12 plus 4d8+8: hp 66: Imt +3; Spd 30 ft; AC 14 (touch 14, flat-footed 12); Att +12/+7 melee (1d+2+3, katam); SQ Class skill Knowledge (Nags), Mnnk abilities (Unarmed Strike, stunning attack evasion, still mind, slow fall); Honor 2; AI CG; SV Fort +9, Ref +6, Will +6 Str 14



Dex 14. Con 12. Int 13. Wis 14. Cha 11. Height 5 ft. 1 in.

Sking and readt Speak Language (Rokugani, High Rokugani, Naga, Balance +4, Climb +4. Concentration +5, Diplomary +4, Jump +4. Knowledge (Arcana) +2, Knowledge (Naga) +6 Move Silently +5. Ride +8, Tumble +4; Cleave, Deflect Attows, Depths of the Void* Dodge Improved Institutive, Improved Unarmed Strike, Monthly, Void Use* Way of the Unicorn*

Possessions: Katana heavy was-house, aurulet of natural armor +2, gloves of dexterity +2, norseshoes of speed, furoshike bag of tricks (must).

When the Naga prepared to teenter their great sleep, the

Ningyo water-spirits who helped the

Chame eon defend the equant pearl bads reported an alarming discovery Inside the remains of a mammoth oyster, they found a single pears. gigantic in size and with an unputural golden color Confused by the pearl, the Naga attempted to present it as their final gift to the Emperor Total for al. his support. Sadly, their misinterpretation of a courner's polite refusal led to the withdrawel of the offer and the departure of the delegation from the Imperial Parace

Journeying rapidly across Rokugan, the Naga offered the pearl to More Gaberia, the Champton of the Unicorn tilan, who gladly accepted It. The pearl became a fixture at Shito Shinjo, a sacred artifact symboitzing the Unicoms link with the Nego as outsidors in an Empire that did not understand them The pears remained thus for many упртв.

Until the day at hatched

What emerged from the peart is anlike anything that has ever selvie been seen in the Empire The young woman who stepped from the pearl's empty casing is clearly human, yet in her eyes is the wisdom and experience of the entire Naga race. She is the fina, gift of the Naga race. She is their living monument, their personificution in the world of the humans. She is the Legacy of the Naga

Aiready Akasha has proven her loyalty and value to the Unicorn Clan, to the family who watched over her for so long They have accepted her unconditionally, knowing all mo well the feeling of being outsiders. With her, they leel a bond with the sleeping Naga. When they awaken once more, whenever that may be, their alice in the Umcorn Clan will be waiting.

GHEDAI, GUARDIAR OF SHIROMER MORI

Male Naga Shu8 CR 8; Large-sized hismanoid (Naga); H11 2d6+8; hp 32; Init +2; Spd 40 ft., AC 12 (touch 12, flat-footed 10); Art +4 melee (1d4, dagger of vesom), +6 ranged (1d6, yumi); SA special abilities; SQ Class skill — Spellcraft (bioodline bonus), Naga racial elulaters (Immunity to the Toint), Shugenja abilines (Elemental focus (air), Sense elements); Ronor 0 (Naga), AL CN, SV Fort +2, Ref +2, Wil +6, Str 9, Dox 14, Cop. 13. Inc 14. Wis 13. Cha 17: Height 6 ft. 11 in (plus tail).

Sloils and East. Speak Language (Naga, Rokugunt), Alchemy +8. Bluff +8. Conventration +12, Craft (Goldsmithing) +11 Diplomacy +14, Heal +9, Spelkraft +13; Akasha Use*, Depths of the Akasha". Innate Ability (silent image, Boiten's

touch, searing light), Master Researcher*,

Spells Known: (6/7/7/6/3; base DC 13 + spell level; Elemental Focus — A.r. Naga Jakla School): 0-commune, create water, cure manor mounds, detect manie, ghost tound, guidance, know direction, purify food and deads, shut the mind, 1st-cure I ght wounds, detect snares and pits, detect fainty expeditious retreat, silent image steep; 2nd-Benton's touch's, detect thoughts, minor image produce flame; 3rd invisibility guit of wind, scepting light, 4th - are walk, illusory wal.

Possessions: Dagger of venom, yumi with 50 arrows

As the Naga race prepared to reenter their Great Slumber at was decided that a small number should remain awake to ensure that the devestation that wracked their civilization during their first pleap would not be repeated. Those selected were mainly Asps, for protection, with a small number of Chameleons and Greensnekes to Kout the forest and maintain relations with their human allies. Among those selected was a single member of the Cobra blandline, a young takla named Ghedar The Shashakar had not planned to leave any of the jakla awake, so few were their numbers, but Ghedal requested the duty and was granted permission

Chedai, however, is not exactly a selfless servent of the Naga race. He has been of low caste his entire life, and there has been very little opportunity for him to advance his lot in the past several

decades. With this mission he sees an opportunity for advancement.

The humans who dominate the world have an unnatural frontion with certain metals, such as the soft good that so many Naga trinkets are made of. With the others asleep, Ghedai can gather large quantities of it and use it to bribe the humans. With enough of it, he can pay them to bring him the spell pearls from the bottom of the sea, fat to the east of the great forest. When the others finally awaken, they will find that Ghedai is the most powerful Jakla of all



Girdai - Guardian of Stronomen News



IMPORTART SITES

Nt Tyotisha: Iyotisha (the name for the Naga reverence of astrology, is the city of astronomers, once home to the Constrictors and their massive emidren. The city of Iyotisha did not survive the thousand years of sleep well, but unlike Nituati, it remained hidden deep within the western valleys of the Shinomen. Its walls, while broken, still whisper the ressons of the Akasha, and the temple of the Vedic priests remains whole. Here the few remaining Constructors strugged to reawaken the Akasha, so that their purpose could be known. It was in this city that the time, powerful Vedics of the Naga race-confilmed that the Great Sleep must be reentered

N2 Vyakarana Vyakarana, called by some the City of Magic' Les deep in the mists of the Shinomen in a valley that a enshrouded on three sides by magnificent waterfulls. There is no wall to the city, and the Cohra who live there say there are no bridges across the three mighty rivers, liven other Naga consider it to be a place filled with ghosts and memories, and some Constrictors whisper that the mists do not come from

the waterfalls, but from the Akasha's nearness,

The city is covered in webs of mogic that even the Cobra cannot unwrap, hidden by their eris amid a warm, jungle environment. Those tew who have visited the site say that the city of Vyakarana never fully awake from the first Great Sleep Certainly, the oldest of the Cobra did not awaken, leaving their egg beds cold and their fires low. Those who did, and adapting the great Shashakar protected the sleepeta with their

spells - and their lives

N3 Sikes. The well surrounding the city of the Asps tells a tale of fire and contage. It is located within the lower portions of the Naga forests, near the lake known as Stinda Mizu Mura it still stands in golden splendor, though its walls are encased in moss and the mighty plain has turned into a valley within the forest's depths. The Shahadet made his home here, governing the land of the Asp with firmness and ruthless justice. Within Siskak walls near the source of the River of the Sky, and the place where the great general of the Bloodland Wars was at last captured by the spall of the Copra Jakia and the betrayal of the Shahadet, During their periods of wakefulness the Shahadet and his personal logion travel beneath Siaks once a year to bathe in the waters at the source of the Holy River. There, they commune with the warriors of the past and face their fears on a vision quest.

N4 Nirukth These strange rains were declared buspheneous during the time of the 11th Hantel, and were nearly compresely destroyed. The Greenstakes who slept here died with their city, unaware of what was happening. The Naga mourned the loss of their coustas, but have been more concerned with what has happened to the city since. A strange corruption seems to be taking over the Nirukti rulins, preying upon both Naga and humans who dare explore the gloomy humal grounds. The Vedic of the Naga believe that the healing of the Akasha

through the Great Sleep will half this corruption.

No The Shadowlands Marshes of the Shinoment Camuries ago, a sizable force of Shadowlands creatures proke through the Crob's defenses and intilitated the Shinomen Mori Their rampage destroyed several clutches of Nega eggs, senting shock-waves through the Akasha and awakening many Asp warriors. Enraged, the Nega descended upon the Shadowlands army and destroyed them completely their powerful pearl magic destroying their very bodies. What remained was a foul, Tainted marsh hidden deep in the futes, and kept in these by Cobra wards.

No Candas, The city of the Chameleons lies deep beneath the ocean waves, though Naga magic can fill the city with breathable air Sometimes; when the sea is still, Candas can be seen through the surface of the water. During the time the Maga wete awake, mischievous young Naga would sometimes play tricks on Crab and Manne callers passing through the stea turning the rish pe on faire ourses or sucaking aboard and tampering with nay garonal equipment.

Kaipa (no map entry) The greatest of the Naga wites he not survived the great's cap of its people. So newlette to the far north Kaipa the city of reb. It lies he need to be rubble of earthquakes and the passage of time. Even after the Naga awakened from the Great Sleep, no word has ever came from the Naga of this city, and the race considers them dead. Many of their souls have joined the Akasha, speaking disjointfully of earthquakes, fire, and war, but no lesson has been brought forth by the Constrictors to explain the loss of Kalpas

THE LANDS OF

Capital: Kyuden Isawa Population: Approximately 1,620,000 (90,000 samutal) Favored Religion: Shintao Imports: Exotte goods Laports: 51 vr. - unite

MASTER OF AIR

Male human Shuil: CR 11 Medium-shed humano.d; HD 1146 hp 33; Inst +1, Spd 30 ft.; AC 14 (touch 14. flat footed 13. Att +6 muleo (146, wakizaeni). SQ Class skil. — Spelcraft (family bonus), Shugenja abilitica (Elementa focus (att), sense elementa): Honor: 2 AL LN; SV Fort +6. Ref +6, Will +10; Str 10, Dex 12, Con 10, Int 15, Wis 11. Che 14; Height 5 ft. 7. n.

Skills and Fests: Speak Language (Rokugam, High Rokugam, Kami), Alchemy +9, Concentration +14, Craft (bonsa) +4. Diplomacy +13, Heal +10, Knowledge (Arcana) +8 Knowledge (Blements) +12, Knowledge (Shintao) +12, Spallouft +16, Depths of the Void*, Junate Ability* (summon komi.

remove disease, sir walk), Scif No Self*, Void Use*

Spells Known (6/7/6/6/4); base DC 12 + apel level, Exmental Focus — Air Isawa School): 0—commune, dancing rights, daze, disrupt undead, flare, ghost sound gurdance, know direction, light summon, 1st—hurning nands, change seef, endanglements, expeditious retreat quescence of air* shocking grosp 2nd—detect thoughls, flaming sphere, know the snadowst lesser restoration, livitate, yars of airt; 3rd—claimendience/ciairvoyance, fire winget, major image, ramove disease, wind would 4th—air walk, detect serying, discern lies, quench; 5th—bod kharma*, dimension daor, summon natures ally V.

Possessions: Wakazashi, bracers of armor (+3), happy of resistants (-3), wondrous writing set, pearl of pours (lesser male of flusion).

When Isawa Nakamuro was a young man, he fell deeply in love with a girl named Isawa Yaruko. Yaruko was the daughter of Isawa Taeroko, the Elemental Master of Barth Unfortunately. Nakamuro had a competitor for Yaruko's affections the young son of Can Champion Shiba Tsukune, a samura



named Shiba Atlaune, Although he would certainly lose such a contest against a rival of such social standing. Nakamuto vowed to continue courting Yaruko

tragedy intervened. When Harret XV, kidnapped the children of the Phoenix Clan at the beginning of the War of Spirits, Yaruko was the first to the at his hands. Enraged, Naksmure and Atkune united in their opposition of the Hanter eventually aiding in the defeat years later. The ties that bound the two Phoenix quickly evaporated however, and each blamed the other for faming to seve Yarukos life.

The intervening years have not been kind to Makemure Although he secured a position within the Isawa se an Apolyte of Air his antagomistic relationship with the high-ranking Alkane and Taerako seemed to assure that he would never advance my farther. He has nevertheless recently found himself the new Master of Air His humility anthes been an outsider with the rest of the council, who look upon him with great disdain. It matters little to Nakamuro. He has put the past behind him how, and seeks only the serenity of peace of mind. Thus far, it continues to elude him

5日19月 英級の代金

PHORIUM BUSHI, SOR OF SHIPE TSUKURE

Male human Sam10 CR 10 Medium sized humanoid. III) 10d10+20, hp 70, Inst +3, Spd 30 ft . AC 12 (touch 12, flat footed 10); Att +15/+10 melee (1d10+5, +2 katana); SQ Class skil. - Knowledge ,Arcana) (family bonus, Samurai abilities Ancestra, Daisho': Honor, 2, AI NE; SV Fort +7 Ref +3, Will +7; Sir 15. Dex 15. Con 15, Int 12, Wis 8, Cha 10; Heach, 5 ft, 10 to

Skils and Feats. Speak Language (Rokugani, High Rokugan.), Climb +8, Diplomacy +5 Iaijutsu Focus+ +10 Intumidate +2, Knowledge (Arcana) +8, Jump +9, Ride +11 Sense Motive +9, Spot +4, Swim +3 Alertness, Combar Reflexes, Depths of the Void", Immortal Spirit , Ancestor' Asako Ingen)* Improved Ininative of uck Draw, Void Use* Weapon Focus (katena)

Possessiens: ancestral darsho (+2 hatana, +1 wanizashi), masterwork yumi and 50 strows, masterwork lameliar armos, pag of

protection +2.

Shiba Arkune has never received the respect he is due. He is due. son of one of the greatest Champions the Phoenix have eyer known, yet he will never be acknowledged as her heir He is an accomplished warriot and a skilled due ist who reached the finals in the Test of the Emerald Championship only to have his chance for grory stoler from him by Scorpion treachery. The woman who should have become his wife was taken from him. because of the failure of a lesser man, an Isawa shugenja called Nakamuro. The Isawa look upon him with scotn and disapproval because, like his mother, he speaks his mind,

Since his youth, Aikune has realized all of this. He knows that despite his high position within the cian, he is ignored by nearly al. his clansmen. As he has grown, so has his anger. He is a bitter resentful man, angry with his family, engry with his clan, angry with his lot in life. Those who cross him are sure to

feel his wrath

After his failure to will the Test of the Emerald Champion, Aikime has been looking for a means to achieve the respect he feels he deserves. In the Phoenix Clan's war with the Dragon, he feels that he may have at last discovered such means. With the loss of the Elemental Masters and the withdrawal of the Lion Clan to deal with the creatures attacking their home, the Phoenix are not faring well. If he could find a way to push the Deagon back, his clan would at last take notice of his accomplishments. But how tan one mun turn back an army?

Fat away, hidden in a cayern in the Phoenix lands, lies the answer It is deadly and extremely powerful with its own cunning mind to guide it. Is he strong enough to control it and use it sesinst the Erragon? Add: he intends to find out very

RETHR TERRESOFFIL

P1 Yobanjin Mura (Barbarian Village): This relatively d fficult-to-find village specializes in trade with the foreign barbarrans of the north, the Yobanjan tribes. The materials gathered from these tribes are prim tive but often useful to the Phoenix for their spell research. The Phoenix rarely mention this small village as its existence is a technical breach of Imperia. Law against trading with gargin. The Yobanjan tribes

who look Rokugant and speak a primitive dialect of the are very much like the early Unicorn, Rokugani language and the Phoenix use time as an excuse for their continued trade.

P2 The Hidden Temple (no map entry): Unknown to the majority of Rokugan, a great pyramid stands in the heart of the Phoenia mountains. This structure is home to the nefarious Kolat From here, the Ten Masters plot the future of the Empire, and plan the slow but certain destruction of their enemies. The Temple is home to the Oni's Eye - perhaps the most powerful asmaranat in existence. The Eye gives the Kulat extraordinary communication and espionage abilities, and is in fact the source of much of their deadly influence. One or more of the Ten Masters of the Kolat is always in residence

23 Seido Josepha: This share to Jurojan, Fortune of Contentment is cared for by Asako priests and monks of the Brothethood of Shinsel. A popular shrine, its distance from the heart of the Empire makes pilgrimages race, and visitors are we comed as diversions from daily life. A small village has spring up on the outskirts of the shrine, filled with those who wish to pray to the Fortune for the secrets of eterna, life

P4 Kitamihari (Northern Watch): This watchtower was erected by Isawa during the Age of the Fallen Kami It onginally guarded the passes toward Isawa's City, but that city was destroyed centuries ago, and the tower's purpose now is largely mentorial. Nevertheless, the Isawa station troops there and keep constan, 'watch' over the surrounding hillsides and mountain passes. Some say that the Isawa desire to know when the Yobanjan tribes are massing for war and that the troops stationed here guard against the barbarians. Others state that the Isaws are hiding something in their northern mot reality, notice own say for sure

P5 Shire sano Chajitsu and Shinpu (Castle of the Faithful Bride) The Castle of the Faithful Stide was built by an admirer of Margu Hitomi after her tragic death. The first stone was laid on the first anniversary of her death, and it was completed after 27 years. her age when she died The samural lord who loved her was never married and his line ended with his death.

Pé Doso Owari Mura (Road's End Village): An entirely untemarkable and inhospitable village. Many avoid it

P7 Reshaido sono Ki-Rin (Shrine of the Ki-Rin): The investerious creature known as the Kr-Rin has been linked to both the kam. Shanjo and the Elemental Dragons Even the Phoenix are uncertain of its origins, but it has been sighted in this area many times in the past. Always, its arrival is an omen of great things to come Though the beasts of the Shadowlands boseted that they had stain the KI-Rin during the War Against



the Shadow, a Ki-Rin foal has been sighted above the shrine many times over the last thirty years. The shrine here is one of the largest in Phoenix lands, richly decorated and lovingly tended by the Brotherhood of Shinsel.

P8 Aŭjitui Oku Shiro (Pale Ouk Castle): Located on the Anjirot Oku Heigen (Pale Oak Plain), this magnificent castle is the site of many of the Imperial Winter Courts, and has often hosted Imperial marriages, treaty signings, and other official events. Distegarding tradition, on his deathbed the seventeenth Hanter demanded that he be buried not cremated - in an empty field near where the woman he loved was born. From his grave, a tall pale ook grew A castle has been exected about the oak to protect it. Many believe that bark from the tree has healing abilities.

P? Kyuden Isawa (Phoenix Clan Palace). The castle that houses the Isawa family is located on the shorehire. It is surtotaded by sand, making it difficult for an army to move against it. The walls have been enchanted with runes to protect the castle from both magical and physical attack. The Isawa library, boused here, is the greatest repository of knowledge in all of Rokugan, containing the researches of a thousand years of Phoenix shugan}z

Pto Michita Yasumi (Hopeful Rest City). This small city in the center of Phoenix lands is a bustling trade center, filled with commerce from the Dragon, Crane, and northern Phoenix tands. Students who wish to study et the schools of wizardry often come to this raty, hoping to find a Phoenix patron to sponsor their entry into these prestigious and exclusive libraries.

P11 Shinset and Sumai Mura Holy Home Village): This village was once a pilgrimage destrnation, has k when the followers of Shinsel were not yet an organized order Several manor bouses and the shrine were constructed by Shiba Esade, a Master of Barrh Pilgrims would bring a stone from many miles ewey which would then be added by the master to a building.

The stones fit together perfectly and have lasted many hundreds of years.

P12 Ukabu Mura (Floating Village); This village has been contested by the Dragon on manerous occasions, but has always remained in Phoenix hands. It tests on the edge of the Drowned Merchant river which then winds into the Linn and Unicorn lands. It is renowned for its geisha houses, where ge, sha are trained to continue their careers in the Imperial city of Otosan Uchi.

P13 Reihaido Uikku (Uikku Shrine): The area here considered sacred includes not only the shape but also the large expanse of plain that surrounds it (known as Yogensha Heigen or Prophet Plan). This shrine was erected in honor of the Phoenix shugenja Uikku, whose interpretations and prophecies on the Tao of Shinsei untroduced the concept of enlightenment. His words, recorded by the Phoenty, gave humanity its first road to understanding the enigmetic wisdom of Shinser

P14 Ryuden Asako (Morning Glory Palace): Also caned "Castle of the White Phoenix," it stands atop of an outcrop of black rock, and its white walls are so high that the first rays of sunlight make it a shining beacon to the rest of the land. Once known as Shiro Assko, it was renamed in honor of holding the Emperor's Winter Court nearly fifty years ago. Many Winter Courts have been held here since that time

P15 Shiro Shiba (Shiba Castle): Located in the far northern reaches of Rokugan, Sharo Shiba is a maze of courtyards: donions and walls put together in a seemingly haphazard fashion, with the main dunion rising from its center. There are

> P16 Nikesake: This small city, located on the edge of the Crane lands near fosh Rapho. has cemented the Phoenix/Crane alliance for over three hundred years. The Phoenix have been instrumental in defending Tosh. Ranbo from constant Lion assault, providing supplies and reinforcements when the Kakita to the south had been cur off by Matsu troops. Because of this, a joint shirts stands outside the city waith where each of the two clans honor each other It is said that so long as these two shrines stand, there will always be peare

between the Phoenix and the Grans P17 Mori Kage Toshi (Forest Shadow City): When a bride from the Dragon Clan was scorned by her Shiba husband, her mother put a curse on Mori Kage Today, it looks as if the limbs of the forest have reached out to claim the castle. It is completely deserted save for the ghostly court that walks the castle's

P18 Mamoru Kyotei Toshi (Honored Treaty City): Seven hundred years ago, a great war broke out between the Phoenix and Lion, The war raged many years, ending only when both sides sued for peace. The Gay of the Honored Treaty to the final repository for the

peace treaty between the Lion and Phoenix that ended the bitter struggle. It was here that the current treaty between the Lion and the Phoenix was signed

P19 Toshi no Omoidoso (City of Remembrance): Matsu Histori, an ancient become of the Lion Clan, spent her lastful. day of life within this city. It is not known exactly what she said or did, for after she died the betmin would not divuge bet secrets. The enraged Lion dalmyo ordered fully three. fourths of the population to be executed for their inscience, he at last relented when not even under the threat of death would the heimin cooperate. Some think that the heimin of Toshi no Omoidoso still remember Matsu Hitomi's secrets. In fact, the city has prospered, people move here hoping to be privy to her last words and actions, but apparently only those



Photosy Elemental Grand



directly related to the villagers who survived ever know the truth.

P20 Zumiki-mihari: This watchtower 'guards' the Otomo tomily's Imports. lands, sharply defining the boundary between the Isawa and the Otomo, The Isawa have never been alies with the Otomo, and although the tower's purpose is largely coremonial, the Isawa have refused to remove it or tear it down. They cause that it is a historical relic, and should be maintained well because it is an integral part of Rokugani history, the It ali is that they enjoy watching the Otomo troop movements and knowing when their ambassadors and diplomas trave, the land

P21 Kyuden Agasha. Far more opulent than their previous home with the Dragon Clatt. Kyuden Agasha is home to the Agasha family. Here, they continue to study the strange alchemical magic that has been their secret practice for centuries

THE LANDS OF

Capital: Kyuden Bayushi

Population: Approximately 1,890,000 (105,000 samural)

Envored Religion, None Importe: Raw materials Exports: Information

BRYVSHI PAREKI

DEFEITURE OF THE EMPIRE

Male human Scorpton Sam8: CR 8; Medium-size humanoid (human); HD 8d10 + 6; np 55; Init +8; Spd 30 ft; AC 20 (touch 14, flat-footed 16); Art +12/+7 meles (1d10+5, +2 kstana); SQ Class skill Bluff (family bonus), Ancestral Daisho; Honor 0; AL LE. SV Fort +7 Ref +6, Will +8; Str 15, Dex 19, Con 12 Inc 18, Wis 15, Cha 16. Height 5 ft. 11 in. Skills and Fests: Speak Language (Rokugani, High Rokugani, Naga). Battle* +12. Bluff +15, Diplomacy+16, Gather information +8, Injurisu Focus+ +10, Innuendo +7/+8 (transm.t/recrive), In.imidate +10. Knowledge (Law) +9 Listen +7, Ride +9, Sense Motive +11. Spot +7 Bayushi'a Technique*, Expertise Improved Disarm, Improved Trip, Placets and Tail*, Void Use*, Way of the Scorpson*

Presessions: +2 katana (ancestral datsho), +2 wakizashi (ancestral da sho), +2 partial armor, hants of stealth (an boots of elvenkind), himono of stealth (as clock of elvenkind)

Bayush. Paneki is the consummate Scorpion samurai. He is swif confident ambitious, deadly, and utterly loyal to the whith of I is clair. He is ready to sacrifice his own honor at any time though he carries a deep understanding of the way of the warrior in his heart. Though not as experiented as many other samura, he is an accomplished and renowned warrior, and Bayush. Yo, tro has come to value his counsel above all others. Paneki is always calm and controlled. His clothing and armor are always clean and we'll tended, even in the heat of battle. He is not a vain mate quite the opposite. Paneki merely seeps his equipment in the best condition possible so that he will be ready for any eventuality.

Panes: holds the rank of shirelean in the Emerald Legion, a prestigious post which he earned at the height of the War of Spirits. At the time, Panelei was merely a scout, probing the defenses of Hantet XVI. As the forces of the spirit army

prepared a savage attack against Shiro Iuchi (utilizing in their ranks many commanders that had noce been (inscorn themselves) Paneko slipped through the sentry posts and faced the spirit supplies with a powerful Shoston narrotic

The next morning, three hundred spirits ate a fina, bow, of

rice and returned to Yoms.

Though some questioned the honor of Paneki's tactics none could question the results. With the arrival of the armies of the Ox, Shiro Iuchi was saved. The spirit general Ide Gokun survived the battle and swore that one day he would exact vengeance upon the Scorpton. A few weeks later, Gokun vanished and was never seen again.

When asked whatever became of Gokun, Paneki merely

BAYUSHI KAUKATSU, DIPLOMAT

Male human Scorpion Crt16. CR 16 Medium size humanoid (human); IID 16d6; hp 65; lms +0; Spd 30 ft., AC 10 (touch 10, flar-footed 10); Act +6/+1 melec (1d4-2, tanto); SQ Class skill — Bluff (family bonus), Wealth, Talent Benren's Blessing, Gossip, The Heart Speaks, Counter Abilities (The Better Part of Valor, The Byes Bettny the Heart, Weakness is My Strength, Whisper Prom the Soul, Your Life is Mine); Honor, 1; AL LE, SV Fort +5, Ref +5, Will +15; Str 7 Dex 11, Com 10, Int 19 (25), Wis 17, Cha 20 (26). Height 5 ft 8 in

Stells and trate Speak Language (Rokugani, High Rokugani, Naga), Bluff +31, Decipher Script +71, Diplomacy +34, Disable Device +21, Forgery +21, Cather Information +35, Hide +12, Intimidate +33, Knowledge (Enquerts) +26 Knowledge (Law, +21, Knowledge (Nobility and Royatry) +21, Listen +22, Move Salently +12, Parform +18, Ride +6, Sense Motive +29, Spot +19; Cool Head (Ancestor)† Ichi-Miru (+6 sense)*, Iron Will, Lendership (26), Political Maneuvering*, Skill Focus (Gather Information, Sense Motive), Versattle (Porgery, Disable Device, Move Silently, Hide, Knowledge (Law), Ride), Void Use*

Possessions, heart of chartenta (+6), mask of intellect (+6), parings of proof against gosson, ring of mind shielding.

Depending upon who you ask, Sayushi Kaukanu is either the most charming, amiable, calented member of the Imperia. Court or a horrible ruthless monster willing to stoop to any level to eradicate the foes of his clan.

He is both.

Kaukatsu comes from a proud tradition of Scorpion politics. His father was the legendary Bayushi Goshiu, who kapt the court of the Hantel attendant on his whims even after the destruction of the Scorpion Clan. Kaukatsu learned from his father's example, and already has extended his influence into the heatt of every ruling family in Rokugan. Thore is not a single major player in imperial politics beneath Kaukatsu's attention. Every daimyo, every diplomat, has unknowingly hosted at least one of his spies.

Wankaren is an expert extortionist. He gathers information wherever he can, storing it away like precious gold, never exposing his leverage until there is need. When he does strike he typically feigns fawning politeness, always making it seem as if his foes have some hope, some option to escape, when it fact they do not. It is Kaukatsu's manipulations that have brought the Scotpion to such prominence in today's Imperial court, and undone much of the influence of the once-mighty Crane. He is supremely confident in his own abilities, and his only regret is the abstince of true compention in the field of politics. The only individuals outside his own clan whom he



has the slightest respect for are Hantei Naseru and Ide Tadaji and both men are as often Kaukatsu's albest as enemies. He has " recently nonced a young Crane, Doji Tanitsu, who may someday be a worthy opponent. For now, an the rest are merely players to Kaukatsu's game.

IMPORTANT SITES

S1 Pokau. Throughout much of its history, the sleepy little village of Pokau was a quiet farming town, barely aware of the Seven Great Claus except when the Scorpton tilan collected the light taxes that it bothered to levy. Then, about three hundred years ago, Pokau had a rude awakening the Unicorn returned. The quiet village has become a city, the swiftest and most ethicient means for travelers from the southern provinces to reach Shiro Iuchi or the Unicorn paloces to the north. While the passes through the mountains here are not as wide or traversable as those formerly found at Beiden Pass; the kau passes are suitable for small caravana or groups of semural afoot or on horseback.

S2 Shiro no Soshi (Castle of Organization): The castle of the Soshi family overlooks the lands of the Lion. It is here that he shagenja family of the Scorpton would practice their dark rituats of deception. Those who do not know the secret path to the castle can wander the treacherous twisting mountain

passes for days without finding Shiro no Soshi.

S3 Ryoko Owari Toahi (Journey's End City): If you are coking for gambling dens, gensha houses, opinin pariers or any other illiest scrivity. Ryoko Ciwari is the place to go Of course, all of this activity occurs behind the city's "legislmate" face and great deal of legal trade goes on here as well. But behind the closed doors and open taxes lurk indulgences of all varieties. Although the Unicorn members of the city's ruling council took over administrative functions after the Scorpton Clan Coup, the daily life of the city barely changed; the new overloads were unsuccessful in their attempts to crack down on the corruption in the city. The Scorpton have since regained control of the city, but the Unicorn Clan contests their casin.

S4 Kakasu Keikai Torlil-e (Hidden Watch Reep): High in the mountains, the Hidden Watch Reep overlocks Beiden Pass. The Scorpion always manned the high rower with shugonja who would send signals back to their clan informing the Bayushi family of all traffic through the Pass Aithough at present the keep is manned by Imperial guards in the service of the Emperor a keep observer might nonce that the faces of these "imperial Guards are the same as those of the

Scorpion guards of a few years earlier

SS Shiro no Shouro (Castle of Pretending) The Shosuro family of the Scorpion Clan were famous for their herbalist skills and alchemical experiments. Far bureath the entertainment halls, the Shosuro distilled brews both fair and foul. When the Emerald Legions appeared at Sh. to no Shosuro shortly after the Scorpion Clan Coup to domand its surrander, the gates stood open and only the castle's servants dwelled within. Many of the Shosuro had committed seppuku, the others had simply vanished. The Imperial Guards left a token garason, which the "vanished" Shosuro harassed constantly until the Scorpion were reinstated.

So Nihai Rower: This great watchtower stands on the only toad to Yogo Shiro, and guards a freacherous bit of swamp and cliff walls. From this vantage point, high on the edge of the Spine of the World mountains, a guard can see watch-fires in both the Yogo noble palace and in nearby Shiro no Shosuro Messages were often been passed from the two families: using

such methods — though the code was altered frequently, and was naver known to have been broken. At present the watchfires are banked, as there is no need to signal between these two strongholds

S7 Yogo Shiro (Castie of Learning): What was once the home of the greatest Scorpion shugenja school is isolated from the rest of the Empire in the foothills of the Spine of the World Mountains Before the Clan Wor, its head teacher, Yogo Junzo, secretly guarded the first of the Tweive Black Scrolls. Since Junzos fall to the Shadowlands during the Clan War and the destruction of the Black Scrolls, the Yogo have been hard pressed to find alies anywhere within the Empire

Sa Beiden. The small city south of Beiden Pass has perhaps seen more of war than any other single after in Rokugan. Previously, when the Scorpion and the Lion would fight the city of Beiden saw the battle, heard the stories, and healed the wounded When the Lion or Crab fought the Crane, refugercame here in search of new homes and lands farther north or south. When the Unicorn returned to Rokugan, they marrhed that igh deiden on their way to chosen Uchi — as did the beasts of the Shadowlands, when they gained strength abough to enter the Empire. The careat has been an extremely fortified city few plains for tarming, and an attitude of attength and perseverance.

S9 Ginasuera This small village guards the road toward the Shrine of Osano Wo, though it would be more appropriate to say that it stands in order to lighten a traveler's burdens as he journeys roward the hely site. Supplies can be purchased here as well as incense cookies and other gifts for the

Fortunes, and everything is reasonably priced.

Sto Kynden Bayushi (Scorpion Clan Palace) The Bayashi family castle is located just south of Beiden Pass, long the cross-roads of the Empire. It was once one of the three most extravagant family palaces in the Empire, in a league with the Doji palace and the Mantia Clan palace. All was lost following the Scorpion Clan Coup, and the palace was read. The labyrinth beneath the palace survived, and was a staging point for the Scorpion until their reinstatement lodey, Kynden Bayashi has been restored to its full grandeur and is once again one of the finest palaces in Rokugan. Traitor's Crove, south of the carrie, still stands as it ever has. Not even the imperial Legions dored disturb it after the Coup

S11 Kagoki: This fertile plains village stands in the center of Bayush: ands, and provides more food and resources that any other settlement in the Scorpion lands. It is said that the only honest Scorpion heimin live in Kagoki though this saying is often mocked by the Crab and Crane who trade there.

S12 Hotel Seldo. The satthe to Hotel the Fortune of Concentration, is small but luxuration. All manner of arts are practiced by the monks who keep the temple and those satisfies who have artistic retent often choose to tettre here in order to spend their retirement in peace and harmony, me hands busy and their minds active. The Scorpion largely gnore the shrine, proferring to turn their aftertion a sewhere, this may have been why the shrine was spared in the purging of the Scorpion lands that occurred after the Clan Wer

\$13 Shutai. This rather uninteresting form valage houses roun and is tilled with bandits. It is well known that Shutai is one of the largest bandit gathering places in the Empire, but its location and distance from the Imperial Lands and the wealthy lands of Phoenix and Crane clans keep the Magistrates generally uninterested in the proceedings here.

\$14 Shimomura (Front Village): This village has the



unusual tendency to receive the first frosts of the year below Beiden Pass. Its moderately high almode (the land here plateaus high above sea level, despite the lack of nearby mountains) keeps the weather cool all year round, and its villagers harvest lumber from the forested regions to the south and east

though never in the Shinomen proper. Even heimin know

better than that

THE LANDS OF

Capital: Shire Mete.

Population. Approximately 3,780,000 (210,000 samural)

Fayored Religion. Fortunes Imports: Finished goods

Buports: Exotic goods, horses

HORIVCHI SHEM-ZHE, VILICORIN SCHOLAR

Male human Unicorn Shu6: CR 6; Medium-size humanoid (human): HD 6d6 + 12, hp 39; Init +2; Spd 30 ft., AC 14 (touch 12, flat-floored 12); Att +4 melee (1d6, waitizeshi); SQ Cl4sz shill — Spe.lcraft , Family bonus); Sense Elements, Honor 2; AI LN SV Fort +4, Ref +4, W.II +6; Str 10. Dex 14, Con 14, Ini 15, WIs 17, Cha 14, Height 5 ft 5 in.

Skills and Feats: Speak Language (Rokugani, High Rokugani, Kami, Mekhem, Naga) Concentration +11, Heal +12, Knowledge (Burning Sands) +9, Knowledge (Elements) +8, Knowledge edge (Fortunes) +8, Knowledge (Tengoku) +7, Knowledge (Yom) +7, Knowledge (Yume-do) +7, Spellsraft +11, Carbeter of Winds (Ancestor)* Meishodo* Extend Spell, Empower

Speal

Spells Known (6/7/6/4; base DC 15 + spell level; Elemental Focus - Water, Iuchi School); Spells Known: 0—commune (water only), create water, cure minor wounds, detect magic, know direction, mage hand, purify food and dreak, read mage; 1st-expeditions retreat, bless, obscuring must, castle of water*, cure light wounds, sanctuary, 2nd—protection from arrows, unsdom and davity*, levitute, 3rd—create food and water, wonderful origams furnishis*

Posessions: +1 distanta, mershoda: empowered care light wounds, extended bless, extended castle of awarn, all 0-level shagenja speils except those he already knows

Though Househ Shem-Zhe is still a young shugenja, already he has begun to goin renown among the Unicorn. He is a brilliant scholat as well as a powerful shugenja and master of meshodo. Shem Zhe defers all praise to his teacher Though Hotiucht Shoan herself has long more retired to the monus teries of Kyuden Seppun, Shem-Zhe is fervently loyal to his teacher and carries on her name, the title granted her for her heroism in axving the life of the Unicorn Champion. After the Battle of Oblivion's Gate, Shoan adopted many orphaned children of the Unicorn who did not return from the Shadowlands. Shem-Zhe was one of these, as were his seven brothers. All took the Hotlach, name to honor their teacher.

Though Sheth Lhe is a modest and unassuming man, he is eager to prove himself. He knows that he, his wife, his butchers, and his apprentices will need to leave their mark on the works at the Horiuchi name is to survive. To that end, he has offered his services of his small family to Khan Moto Cha-

gatai, serving his lord in whatevez means he may require Of late, they have been occupied in researching the ruined city in the great Seikutsu Crater

Since Shem Zhe has begun exploring the crater, his dreams have been filled with nightmares of the city of Volturnum, where his parents died so long ago. The dreams show twisted spirits, walking horrors tiddled with the Taint, souls lost forever to Jigoku.

Among them he sees the faces of his parents, They call to him, becken to him, tell him of the great power he will find in the Shadowlands, if he joins them.

For now, Shem-Zhe ignores the voices, throwing immself into his work with a fury Each night, however, they go louder, and he fears if he cannot make them cease, he may go mad

МОТО СНАВАТАІ, УЛІСОВІЇ КНАТ

Male human Unicotn Ber8/Ftr4* CR 17, Medium size humanoid (human); HD 12d10 + 48, hp 144: Init +2; Spd 40 ft AC 19 (touch 12, flat-footed 17); Atr +19/+14/+9 melee (2d6+10, +2 keen greatmond); SQ Class skill Knowledge (Shadowlands Family bonus), Rage 3/day, Uncanny Dodge (Dex bonus to AC, can't be flanked); Honor. 1, AL NE, SV Fort +14, Ref +5, Will +5; Str 17 (19), Dex 14, Con 18, Int 16. Wis 14, Cha 14; Height 5 ft. 8 in.

Skills and Fests. Speak Language (Rokugam, High Rokugam, Mekhem, Naga), Barrle* +17, Climb +16, Handle Animal +9, Intimidate +17, Intuit Direction +10, Junap +16, Knowledge (Shadowlands) +8, Listen +12, Ride +17, Wilderness Lore +15: Exotic Weapon Proficiency (greatsword), Power Attack, Ride-By Attack, Spirited Charge, Trample, Void Use*, Way of the Unicorn*, Weapon Focus (greatsword), Weapon Specializa-

non (greatswood)

Possessions: +2 herm greateward, +2 lamellar armor, obt of giant strength +4

Chaggian is to all outward appearances the stereotypical Moto. He seems churlish, crude, and simple. He wields a gapin sword rather than a respectable kaisma. He bathes rively and is fond of crude humor. He claims he has never been beyond the Unicom provinces, and hasn't heard of anything outside of their lands that interests him. Many believe that Moto Gaberis' heir will.

amount to nothing, and lead the clan nowhere.

This is untrue. Much of Chagatai's behavior is a facade, to insettle outsiders. Though he is indeed crude and rough, he possesses a keen intellect, an expansive knowledge of tactica, and boundless ambition. He has indeed never left Lincoth lands, but he has ridden across their great territories outside of Rokugan many times, and has embarked upon many during raids against unwary gaigin caravans. He is one of the finest, most experienced warriors in Rokugan, and does an excellent job of concealing his reputation from the Empire.

When the time comes, they will know

When the his grandfather dies, and rulership of the clan falls to him, Chagasai will ride out across the Empire with the three armses of the Moto at his command, crushing all who oppose him. He will teach the Empire the power of the Unicom. Chagarai does not know who will rule the Empire when the struggle between the Winds has concluded, but he knows one thing for sure. There will be a Unicorn Khan beside the Steel Throne.

Or upon it



IMPORTANT SITES

Ut Exile's Road: This shane guards the entrance in the natural mountain pass that leads to the lands for north of Rokugan's northern mountain range. It is called 'Sorrow's Path' by the Unitorn who returned from the barbatian lands and "Exile's Road" by those who stayed in the Empire. Occasionally, a samurai's burden of dishonor will be so great that the Emperor sentences him to permanent banishment through Exile's Road.

U2 Kibukito (Far North Village): This city on the edge of Exile's Road houses a shrine for the souls of those who have been banished and an active monastery dedicated to the

study of Shinsely Tao.

Us Earle's Road Watchtower. This watchtower exists for the purpose of maintaining guard over Earle's Road so that no person sent into the pass can easily return.

Ose Egami Mura.
Owned by the Shinjo, this village specializes in breeding rough ponies and horses for the family to ride Very rarely are visitors allowed to see the barns or training areas as none but members of the Unicorn Clan may ride these horses.

Us & Us Bikami and Akami Twin villages in the Unicorn ands these small farming communities work the fields that give the Unicorn their massive production, feeding their grantes, harses, and nobles each yes, from the harvest of only two locations. These fields are not rich but are wide, and contain a great number of heimin. The population dens ty in these two villages is immerse; if any Unicorn damyo wished to press ashigaru soldiers into service, this is certainly where he would come to do so.

U? Shiro Shinjo (Far Traveler Castle): It is here the Shinjo family of the Unicorn Can make their horse. The Shinjo palace is not large but is designed strangely, with high towers and bul-

bous caps on the buildings. Unicorn architecture draws heavily on elements which the clair encountered during their cravels outside the Binptre, and nowhere is this unusual style more evident than in the fortress of the Shinjo. Once the center of the Unicorn Clan, Shiro Shinjo now sees little in the way of visitors, as the Shinjo were greatly dishonored by the actions of Shinjo Yokston a generation ago

La Yashig: This small village offers supplies and a piace to rest along the journey through the unicorn lands toward Shinjo Palace. Beyond that, it is simple, clean, and suffers from

frequent earthquakes

U9 Bugaisha (Outsider Keep): This is where the Unicorn send their dishonored samura: in order to remove them from the courts and activities of the Empire at large. It is considered a great dishonor to be sent here; a samura: thus exiled from his claim may as well shave his head and retire. There is no exit

from Bugasha. Until the destruction of the Dark Mote, this keep also served as the primary dojo for the Mote bushi school The school has since relocated to Shiro Mote (U27).

U10 Oshindoka Toshi. This city was founded by a Unicom who lived a Crane. It was his hope that if he could build a city for her, she would see his worth and come to toin him in matriage. While he was building the city, however, the Litin attacked the Kakita lands, sacking her village and destroying her family. He spent seventeen years trunting down her muderers, leaving his city in ruins until he returned. The murderers were hi fied where they fell, his an image of the Kakita maiden graces the high arched gates of the city's main wall.

U11 Shiro Utaku Shojo (Battle Maiden Castle): The home of the Utaku family has an ideal location, affording freedom of movement for detending troops while at the same time inhibiting the movement of advencing armies. It

has none of the splandor or grandour of, for instance, the Crane castles, but it is extremely well-fort fled. Once known as the Otaku, the Utaku family changed its name after the Kanu Sh njo returned in the year 1132 and purged the United to Clan of its Kolar influence. Ashamed by their fasture the Otaku to reflect their renewed dedication to Lady Shinjo and their oath to never fall har again.

U12 Kurayami-ha Mura (Dark Edge Village): This village is smal, but contains the greatest tournament helds in the Empire. It is con-

sidered a great honor for two samural to duel on these fields; the Unicorn keep them tended with help from the

Dragon Clan. The Emperor is said to have held the first duel for the Emeral Champanhanip on diese fields. Although that tournament has since moved to Orosan Uch proper, these fields are still used on many forma. Imperial occasions. U13 Sharoi Kishi Muro (White Shore Village): Just to the west of White Shore Lake is a small village that shares the lake's

U14 Mura nisa Kawa Nemui (Village by the

Sleeping River): The small village that rests on the shores of the Sleeping River has a small traveler's tun for those walking or fiding to the cities of the Unicorn families.

Romin Shugenja

U15 Otaku Seido. This shrine, dedicated to the first Oraku, is a necessary programage for any young Unicom maiden on the edge of becoming a Battle Maiden. Young girls of the Utaku nouse are not allowed to accept their gempukku name attail they have spent one migh, in this shrine communing with the ancestors and speking their guidance. This shrine maintains the Otaku name rather than dishonor the first Unicorn Thunder by changing her name.

U16 Daikoku Seido: This shrine, dedicated to the Fortune of Wealth, is opulent and rovered in rich gold and jewels. The Unicorn insist on decorating it to their tastes — which tends



to keep common pilgrium away — but it is nevertheless considered to be one of the most sacred piaces in Robogan

U17 Toshi no sida ni Kawa (City between the Rivers): This castle guards the two rivers that flow from the Unicom ands. Only once has an investion force tried to move against the lincorn by moving up-river it was such a dismal failure that it has never been attempted again.

U10 Mizu Mura (Laketown): Share Eake" because of the (Location Q) is called "White Shore Lake" because of the white sands on its shores, and the village near its southern border is simply called Mizu Mura for its dedication to the late. The heimin of this inland fishing village make their

aving from the take's waters.

U19 Toshi sano Kanemochi Kacen (City of the Rich Frog): It is said that a traveling merchant was passing by when he encountered another metchant catching flies. The first metchant asked, "Why are you bothering to catch flies?" The second merchan, replied, "These flies are far more valuable than any gold could ever be "The first merchant laughed at such a thought, and before he knew it, the second merchant had changed him into a frog. The second merchant asked him, "How variable is your gold now?" Once the first merchant changed back into human form, blessed with his newfound wisdom he gave all of his gold to the second merchant, shaved his head and became a monk. The second merchant, who was a frog all along, founded a small village on the site of the encounter, and it soon became a rich and prosperous city Although very close to Unicorn lands, the City of the Rich Frog is technically outside the clang borders and therefore the population there is not included in the Unicom Clark static-

U20 Duzaki Touhi: This small city on the far side of the Unicorn lands houses the private extract of the Utaku and Shinjo daimyos, Often used for treaties and solitary training, the apards who serve these lords call these lands home.

U21 Shiro Ide (Great Day Castle). An excellent school but a poor forcess, the Ide palace is regarded for us morthodiex magical reachings. The Ide family specializes in spatial magic, although the majority of the family serve as courtiers rather than shugenja.

1/22 Shem Itichi (Gatherer of Winds Castle): Called the "Catherer of Winds" castle because of the violent gusts that cut across the plains and mountains, Shiro Iuchi is the home of the Iuchi family. Protected by a mountain pass, any army that wishes to attack Unicorn lands from the south must first

pass the well-protected Shiro luchi

U22 Hisara-Kesu: Built into the foothile, Hisara-Kesu is a sprawling village that spans many miles in every direction. Although the sand is not as fertile as others in the Unicorn lands, the village is sited over great underground springs and vents. The village owes a great deal of its value to the steam heds that attract many visitors every season.

U23 Okuyaki. Built along a less-traveled road and surrounded by rice fields in every direction, the central village of Okuyaki is more a collection of random buildings than a panned settlement. There are eight buildings scattered across a haif-mile area, visited from time to time by merchanis who come through with carts or wares on their backs and trade with the locals. Not visited often, the farmers that travel from the outlying farms are easily taken by slick-triking salesmen. From time to time the Unicorts station a samural here to watch over the disjointed populace. Seminal view it as a prosament to be arragned such a task. U24 Watchtower, Facing out over the River of the Unox perted Hero, samural stationed in this watchtower can see for miles on clear days. Feating unslaughts from the Shadow-lands, many more Unicorn samural are stationed bete than at other such fortifications. Heavily armed and armored, they drill and train constantly. For two miles in every direction from the watchtower, the ground is scarred and trampled by the excessive combat maneuvers of the Unicorn regiment suttoned here, fondly nicknamed "The Unexpected Legion"

U25 Turo-Kojiri Just a few days ride from Shim lde, the village of Turo-Kojiri is important to the well-being of the ide family. It extracts one from the mountains it nesties against and the fertile valley just below the village provides the Uncorn with over 2,000 kokin of one a year Aithough once contested by a greedy Juchi daimyo over 100 years ago, as his own personal lands, the ide have had little trouble in managing this fertile and resource-nch landmark. Recently, many round with a touch of prosperity have made their way to Turo Kojiri, enjoying the remote and quiet surroundings.

U26 Shinomen Tower. This watchtower overlooks the lands of the Naga and the city of lyotisha. This was one of the first locations to treat the Naga's awakening seriously, and maintains watch over the cities of the Naga — as much at the possible through the thick cover of the Empire's largest forest. The Unicom stand ready to defend their sleeping allies from

any threat that presents itself

U77 Sharo Moto (Moto Castle): Shortly after his arrival in Rokugan, the Khan of the Moto family, Moro Gaheris, found himself named the Unicorn Clan Champion by the Lady Shinjo herself Disgusted with the corruption of the Shinjo family, Gaheris commissioned the construction of a new castle for his family. Shiro Moto is a formidable structure, but one that allows many comforts for those who live there and their visitors.

U28 Shinden Horinchi (Horinchi Temple): This small temple is botne to those few samurar who have sworn oaths of fealty to Horinchi Shoan, a shugenja of considerable power granted her own family name after saving the lives of Shano Yokatsu's chaldren many decades ago. While Shoan herself has retired to a monastery, those who have taken her name continue to serve the Unicom Clan.

1729 Seikirsu Pass and the Great Crater. Not long after the destruction of Beiden Pass, the Lord Sun Yakamo tent a mighty ball of fire from the heavens to destroy the rubble blocking Seikirsu Pass, a pass closed by Akodo One-Bye in the earliest days of the Empire. The Unicorr have laid claim to the pass, as it lies very close to their lands. Kumovs abound that they have discovered something in the rubble of the mountains, something they will fight to protect and study

Capital: Otosan Uch Population: Approximately 2,700,000 (150,000 samura) Envored Religion: Any Imports: Various Exports: Vazious



THURS BEET", USECAS (ETSAH

Male human Imperial Sum1/Crt10/Mst8: CR*20; Medium-size humanoid (human); HD 1d10 + 2 plus 19d6 + 38; hp 146; Imt +1, Spd 30 ft., AC 25 (touch 15, flar-foored 20); Att +14/49 inclee (1d10+4, +3 keen edge katana); SQ Class skill — Battle (family honus); Ancestral Datsho, Wealth, Benten's Blessing, Gossip, Courtier Abilities (The Byes See the Heast, Your Life is Mine, Whisper From the Heart), Leadership Bonus 8, Improved Cohort, Favors +5, Follower Upgrade, Honor 2; AL LE, SV Fort +13, Ref +16, Will +24; Str 12, Dex 10, Con 12, Int 18, Wis 17, Cha 22 (28). Height 5 ft. 7 in

Skilis and Fests: Speak Language (Rokugam, High Rokugam, Naga, Nezum., Yobanjus), Appraise +6, Battle* +6, Bluff +40, Decipher Suript +20. Diplomacy +56. Forgery +16, Games (Go)* +31. Gather Information +40, Injursu Focus+ +20. Innuendo +8/+24 (receive/transmit). Read Lips +10. Intimidate +42, Knowledge (Otosan Uchi) +11, Knowledge (Briquette) +22, Knowledge (History) +9, Knowledge (Law) +12, Knowledge (Nobility and Royshy) +18, Listen +19. Move Snensly +17, Search +17, Sense Motive +34, Spot +20. Ichi-Miru*, Iron Will Kitsuki's Method*, Leadership (38), Perceived Honor*, Folitical Muneuvering*, Skill Focus (Sense Motive, Diptomacy). Vessettle* (x2, Move Silently, Injursu Focus*, Knowledge (Law), Knowledge (History)), Voed Use*

Postessions: Maseru's fan (unique tiem, functions as a lessen of agility? +5/+4 Reflex toves, and a circlet of persuasion until double the normal borasis kirran of harisma. • Received a talana one of protection +5, haori of resistance +5, bucers of armor +5, courtier's obl?, lalisman of tee invisibility?, talisman of despet magic?, lalisman of protection from arrows?

As per the treaty which ended the War of Sparits, Totun was to allow Hantel XVI to take one of his children as a student, a child of Toturi who would take the Hantel name. Though Totuti did not with to abundon one of his own children to a tyrant, the Iron Chrysanthemum was adament. Toturi chose his youngest child, Naseru, hoping that the Iron Chrysanthemuma twisted influence could be lessened by distancing Naseru from the throne.

As a result of his upbringing, Hanter Nesero is a cold, hard, ruthless, Machiavellian individual. His time spent with the Iron Chrysanthemum was not wasted. He is a clever, efficient buteautrat who makes aliles easily and discards chose not workly of his time. Though his influence is primarily apparent among the Scorpion and Crane, he has friends in the court of every clan champion. His network of spies and informants it second only to that of the Scorpion Clan. He misses nothing, and has contingenties for every eventuelity.

Though many despise and fear Nateru, his cold-hearted teches are not without purpose. Nateru dearly loves the Empire, and wishes to see it flourith. He believes that only an Emperor with skill and intellect can rule it properly, and he believes that he is that man. Naterus claim on the throne may be weaker than his siblings' but many respect the composent counter and feel that Rokugan would be best served by his ascension.

Naserus ruthiese tactics have earned his share of enemies. He cluims that a hundred assaising have attempted to kill him, but none have succeeded. In fact, the only scar Naseru has to show for his brief but colored career is the loss of his right eye, a wound, it is rumered, Naseru suffered while killing Hantei XVI.

The tircumstances surrounding the Iron Chrysanthemum's death are vague, and Naseru refuses to discuss his former mentor.

TOTURI SEZARU, "THE WOLF"

Male boman Imperial (Phoenix) Shu26: CR 20: Mediumsize humanoid (human); HD 20d6 + 40: hp 160; Init +2; Spd 30 ft., AC 25 (touch 15, fint-footed 23); Att +14/+9 molec (1d4+4; + bom crystal dagger); SQ Clear skill — Battle (family bonus), Sense Elements; Honor 1; AL CN; SV Fort +11, Ref +11, Will +18; St 13, Dex 14, Con 15, Int 19 (25), Wis 16, Cha 14, Height 5 ft 5 in

Skills and Testy. Speak Language (Rokugani, High Rokugan). Kami, Oni, Naga, Nezumi), Alchemy +15 Battle* +10, Concentration +17, Diplomacy +9, Heal +12, Knowledge (Arcana) +23, Knowledge (Chikushudo) +11 Knowledge (Elements) +21, Knowledge (Eriquene) +12 Knowledge (Fortunes) +17 Knowledge (Gakido) +11, Knowledge (Jigoku) +12, Knowledge (Maho) +17. Knowledge (Meidn) +11, Knowledge (Nobility and Royalty) +12. Knowledge (Sakkaku) +11. Knowledge (Shintan) +15, Knowledge (Shadowlands) +17 Knowledge (Spirit Realms) +12, Knowledge (Tengoku) +13, Knowledge (Toshigoku) +11, Knowledge (Yomi) +11 Knowedge (Yume-do) +11, Sensa Motivo +8, Spollcraft +30, Spot +8 Different School (Tamori)* Blemental Attunement* Inngte Abe in the wrings, at a grace, haste, flame strike greater dispellin, norman 1 hiken de", Retuel Magne", Superior Element Focus (Fire)*, Void Use*

Spells Known (6/14/14/B/7/7/7/7/6 base DC 17 + v = 1 level; Elemental Focus — Fire): 0—daze, dancing lights, disrupt undead, flare, light, summon (fire only)*, mending, commune* maked, read magic, 1st—burning hands, cause few, shocking graph fuetic fire, change self, protection from Thintf, 2nd—produce flame, cot's grace, flame blade, heat metal, drawing the void*, resist element 3rd—searing light, fire wings!, daylight, contemplate the soid*, haste: 4th—fireball, fire shield, wall of fire, kharmic intent*, ho's mite; 5th—flame strike, feeblemind, confucion, evince of the wid?, transmitle rock to mud; 6th—fires of parity!, greater glypn of wonling. Yellama's angert, greater dispelling; 7th—fire storm, subsom, chain leghtning, winds of change*; 8th—decayed blart fireball, incendiary cloud, power word alind, usage of the void*; 9th—minor courm, elemental swarm (fire only), summon natures ally IX (fin only), divine the future*

Possessions: Sasaru's mash (unsque item; functions as a headband of intelligence : 6 and a ring of witandry L and II), +3 Kum crystal digger 15 ashigaru armor of arrow deflection, amulet of natural armor +3, ring of protection +3, habri of renstance +2, kinnono of storing

The life of Toturi Sezaru has been a unusual one, but then Sezaru is an unusual person. He was the only child of Toturi, and Kaede to Inherit any of his mother's magic and he seems to have inherited more than his share. Even early in child-hood he demonstrated an impressive command of Fire and Void. His gempukku nearly became a tragedy when a group of Bloodspeakers suddenly attacked, summoning an one to sky Toturib son. The young Sezaru destroyed the domon singulandedly, and then attended to the maho-trukar as well.

Secure has been formally trained by the Isawa. Agashs, and Tamori families. He spent some time with the Kitsu, learning much of the cosmology of Rokugan. He is corsed with himother's talent of prophery, and has frequent glimpses of the future. He tends to be blunt and "emperamental, dealing with threats through direct and deadly application of magic. He does not trust easily, and is known to rely only upon his as a tant Asako Ryoma (Shu12) and his youmbo Toturi Koshi (Sam10). Secaru treats even these men more as accounts the friends, and keeps everyone at a distance.

Despite the emotional distance Sezaru keeps with the world, he genuinely loved his pirents. He seems himself at



the only member of his family equipped to evenge bir failer. and solve the mystery of his mother's disappearance. He neither desires nor expects the assistance of his siblings. Sezaru does not desire the throne, but he would not deny the honor if it was given him. Many (especially among the shugenta famthes) have such great respect for Sezazu's power and wisdom that they support ham as successor.

Toturi Sezaru is perhaps one of the most powerful men in all of Rokugan, but he walks forever atone

AKODO KARSKA, "THE BASTARD"

Male burnan Lion Samt 2/Ftrs: CR, 20; Medium-size b manord (herman); HD 20d10 + 60; hp 260; Inst +7; Spd 30 ft . AC 27 (touch 18 flat-footed 24); Att +37/+77/+77/+17 meles (1d10+17 Kaneka's latena); SQ Class skill - Battle (family bonus), Ancestral Daisho: Honor. 2; AL LN; SV Fort +18, Ref. +11 Wil. +13; Str 20 (26). Dex 17 (23), Con 17, Int 14, Wis 12, Cha 11. Hought 5 ft 9 in

Shine and Feats: Speak Language (Rokugani, High Rokugani, Yobanjin) Battle* +22, Clumb +20, Diplomacy +5, Handle Anima, +5, Injuint Focus+ +23, Intimidate +23, Jump +22, Knowledge (Nobility and Royalty) +6, Ride +21, Sense Mot.vo +23. Akodo's Technique*, Cleave, Death Trance*, Dudge, Expertise, Improved Crincal (katana), Improved Instative, Improved Trip, Mubblity, Power Attack, Quick Draw, Spring Attack, Void Use* Way of the Lion*, Weapon Focus (katang). Weapon Specialization (katana), Whirlwind Attack.

Policition:: Kaneka'i katana (unique frem — functions as a +3 hern edge katana of focus+ from ancestral dataho ability, as well as a helt of grant strength +A and gloves of dexterity +6 when wielded or carried), keen edge waktraths +3 (ancestral dessho abilthy), +5 dastana of heavy fortification, haort of resistance +2, ring of projection +3 amount of natural armor +2: very rarely wears a start

of masterwork ameder armor.

Akodo Kaneka is the older, son of Totun and the geisha Harsuko, born shortly after the Scorpton Clan Coup. Thoughmost of Rokugan besteved Hatsuko to have been sizin by the Scorpton, she was in fact saved by the Dragun of Water for

reasons known only to Tengoku

Kaneka lived which of his life as a routh. Though be was aware of his heritage, he never sniight his father's acceptance. He preferred to make his own way, to become his own man. Even when Toruri discovered the existence of his son, Kaneka made no demands of his father. As an unfortunate result, Kangua's stubborn act muddled the waters of succession. It is said that when Toruri died be was on his way to meet with Kaneka, to formally recognize him as his heir Now, the Empire may never know.

Raneka took the Akodo name shortly after Totusi was informed of his existence. He spent several years under the tute age of Akodo Ginawa, and in a way considers the grazzled

old samura; a surrogate father.

Kaneka is an honorable man, ou, an uncertain one. He does not wish to disappear into his father's shadow, but he does ntend to do what is right for Rokugan. At the moment, he feels that it is best he secure his father's throne. He does not feel it would be right to allow Naseru or Sezaru to control the Empire, as hoth have monvations corrupted by their own distorted views. He does not believe his sister Tsudan is capable enough to run the Empire

Kaneks is not certain what sort of Emperor he would become, but he is prepared to find out.

TOTURI TSUDAO, "THE SWORD"

Female human Imperial (Lion) Sam20: CR 20; Mediumsize humanoid (human); HD 20d10 4 40; hp 240; Init +7; Spd 30 it.; AC 25 (touch 16, flat-footed 22); Att +32/+27/+22/+17 melee (1d10+14+166 lize + 2d6 inwhit. [aguast chaotic] : 2d6 honorable [against dishonorable], +5 honomble lawful flaming burst katana). SQ Class small (family bonus), Ancestral Dataho; Honor 4; AL LG; 5V Fort +16. Ref +11. Will +16. Str 18 (22), Dex 16, Con 15, Int 12, Wis 14, Cha 16 (18), Height 5 ft 6 in.

Skills and Feats, Speak Language (Rokugani, High Rokugani); Battle* +28, Climb +18, Diplomacy +21 Inquisa Focus+ +28. Intimidate +19. Jump +19. Knowledge (Enquerre) +7, Knowledge (Law) +17, Knowledge (Nobility and Royalty) +7. Ride +13. Sense Morive +20. Spot +9; Akodo's Technique", Cleave, Dausbo Specialization (katana)* Death Trance⁶, Pinal Lesson⁶, Improved Initiative, Leadership (29). Matrix Road, Power Attack, Quick Draw, Strength of Purity (x2)", Way of the Lion (x2)", Weapon Focus (katana),

Possessions: Ansalel of the Sun (unique item - functions as a stone of good lack with double the normal bonus, a ring of major fire resistance, and has all powers of a preastplate of command except the AC bonus), says of keen edges, +5 honorable lawful flaming burst kalana (ancestral daisho ability)t, 15 keen hanarable throwing wakizaski (ancestral dataha ability) \$\frac{1}{2}\$, \$\is partial armor of presence and spell resistance (15)?, ring of protection +3, hapry of resus tance +3, olu of grant strength +4

Toudso is the second eldest of Totius and Kaedek chi dren, and many consider her the most worthy of respect. She trained among the Lion from an early age, and defeated the greatest censes of the Lion before her gempukku. Her skill with a eword exemed matched only by her dedication to Jurtice. She enlisted in the Imperial Legions as soon as she could feasibly do so, and was quickly promoted to commander of the 1st Legion Those who believed her bloodline alone earned her rank were quickly proven wrong, as Taudao proved herself the most capable leader the Legion has seen in recent memory. She inspires enormous courage and loyalty in those that follow her, and her golden army has become a beacon for all soldiers who fight in the name of Rokugan.

Her followers have named her "The Lady of the Son," and the name has stuck. The Mosht family believe that she is, in fact, the reincarnation of Lady Ameteragu, and that her ascension to the throne will bring about a golden age for Rokugan.

Privately, Tsudan helseves she does not deserve the throne; her place is at the head of the Legions, not trapped in the Emperor's court. Tsudao is uncomfortable in social situations and not accustomed to showing emotion (except, of course when inspiring her troops). She prefers armor and the battlefield to silk and subtlety any day

Tsudao loves Sezaru dearly, but pities the madness his power has bestowed upon him. She despises Naseru, and prays to the Fortunes that his like will never succeed to the thrope. She has a great deal of respect for Kancka, and though she doubts he would make an efficient Emperor she is not yet prepared to publicly deny his birthright. In the meantime, Tsuday throws herself into her work, driving the Legions across Rokugan in a desperate attempt to restote order to the rapidly fracturing Empire



TOKU, MORKEY CLAR CHAMPIOR

Male human Monkey Cam3/Sam7. CR 10; Mediusu-size humanoid (human); H1) 3d4 + 9 pnis 7d10 + 21. hp Init +2; Spd 30 ft. Al. 18 (touch 12 flat-footed 16); Att +13/+8 meles (1d10+5, +2 katana) SQ Class still — Knowledge (Bushido family bonus); Houer 2; AL NG, SV Fort +9. Ref +5, Wil. +11 Str 14, Dex 15. Con 16, Int 13, Wis 14, Cha 16; Height 5 ft. 8 in

Skills and Feats: Speak Language Rokugani, High Rolfu gani), Battie* +9, Diplomacy 11, Knowledge (Bushido, +11 Knowledge (Law) +7, Ptofession (farmer) +11, Handle Animal +9, Ride +4, Sense Motive +12, Spot +9, Use Rope +5 Combar Reflexes, Dodge, Iron Will, Mobility, Skill Focus (Profession: Farmer), Spring Attack, Void Use* Weapon Focus (katana).

Possessions: +2 kaiana (ancesirai aaisho), +2 wakizashi ancestrai aaisho), armor of the monkey clari (+2 partial armor that also functions as a clock of resistance +3), helm of persuasion

The Champion of the Monkey is a humble, unassuming man His easy strain and careworn face hardly stand out. Since his retirement, his tends to wear drab robes rather

than his ancestral armor. It would be easy to walk right past him, never requiring that he is one of the great legents of the Empire

His life began simply, as a farmer in a tiny village. When bandits attacked, only a handful of ronto stood against them. A fallen Ikoma taught him to fight to stand up for his honor and never surrender to the wicked. When that ronth died. the boy swore that he would not forget what he learned, that he would become something greater than the world had made him. With only a bandit's sword, a dead samurais horse, and a weathered copy of Akodos Lendersnip, young Toku ("Virtue") set out to find my destiny.

He found it in the fleughing armies of Toturi the Black. Toku's boundless energy bolstered the nopes of others when things looked bleakest. Even Toturi was inspired and Toku quickly ascended through the ranks of the raging army. When Fij Leng was defeated and toturi seconded the throne he offered Toku a

position in the Imperia. Chard Toku declined, contessing that he was no samural. He thanked Totum for the chance to be a hero, and respectfully begged for one last honomble acr as a samural seppulsu.

Toture refused. "You may have been born a peasant," Toture replied, "but you are a finer samura than any other Rise, Toku, Captain of the Imperial Guard, Daimyo of the Monkey Clai."

These days, the legendary Toku only sees himself as a ared old man. He tries to do the best be can in maintaining his clan and it raising his daughter. Miyako. As the Empire begins to turn upon itself, however. Toku's blood has begun to sair He has seen this before. He knows that soon the Empire will soon need heroes. Toku does not consider himself a hero—he never has but he knows he cannot ignore the call of destiny.

USAGI OZAKI, HARR CLAR CHAMPION

Male human Hare Sam12/Rog3: CR 15 Medium cize humanoid (numan); HD 12d10+36 p.us 3d6+9: hp 150: Init (spd 30 ft. AC 24 (touch 14 flat-footed 17); Att +12/+14/+2 melee ,1d10+6, Kennö); SQ Class skill Knowledge (Maho) (family bonus); Honor: 3; AL NG, SV Fort +12, Ref +14, W.l. 12, Str 15 Dex 18, Con 16 Int 15; Wis 16, Cha 12; Height 5 ft 6 in

Skills and Feats. Speak Language (Rokugani, High Rokugani, Naga₁, Climb +19, H.de +27 Imputed Focus++6, Innuendor +11/+9 (reture/transmit) Immidate +19. Junip +32, Knowledge (Kolar) +16. Knowledge (Maho, +7 Move Silently +12, Ride +14, Sense Motive +21 Tumble +15; Daredevil (Ancestor)*, Bodge Expertise, Improved Disavn, Improved Trip, Mobility, Run, Spring Attack, Void Use* Way of the Hare* Whirlwing Attack

Possessions: Kennô (the Amestral Sword of the Hare counts as a +3 kean edge natura due to Czaki's ancestral daisho abulty it also has the effects of boots of striding and springing when cartied and gloves of arrow snaring when drawn — the wielder does not need to have his hands free to deflect incoming mis-

sties), +4 wakizashi (antosiral daisho), kimono of biending, +3 partial armor

Ozaki is the greatest daimyo the
Hate Gian has ever known Though he is
now in late middle age, he is still fit and
heathy. He should features and stelling a late

hea thy H.s chiseled features and striking silver hair make him seem much younger than he is, and he still moves as mimbly as any Usagi youth. Ozaki's lite has torged him into a man who

does not know how to surren
der not even to old age,
When the nefarious
Kolat conspired to defame and
destroy the Hare over two decades
ago, only Ozak, escaped with the cloesto
what had truly occurred. Though his
quest for truth cost him his home,
has father, his good name, and his
left eye, Ozaki struggled on. With
the assistance of a band of
adventuring samora, has

exposed the Kolat's sinster plot, tescued his
sister Tomoe, and
won back the honor of
his clan, With the helpof
an industrious young ronin
named Upins, Ozaki rebuilt

the ancestral home of the Here.

Roman Samuras

Ozak, is a quiet, thoughtful man who does not trust easily. He knows every Hare by hame and face, and is very cueful about whom he allows access to Usagi Castle. Ozaki knews that his clan has very dangelous enemies, not the least of which are the Koial and the Bloodspeakers. He does not hide from mean rather he seeks them out When the time comes for action, Ozaki is a swift and deadly fighter, charging at the forefront of the Usagi bushi. He has transformed the Hare into an clan of truth-seekers, dedicated to the destruction of the Bloodspeakers. Kolat, and other via mans series organizations.

Under his guidance, the Hare are no conger the hunted, they are hunters who ferrer our shadows and destroy them.



SATOSHI, RORIR SHUGERJA

Male human ronin Shu7: CR 7; Medium-sire humanoid (human): HD 7d6 + 14 hp 45 Intt +2 Spd 30 st., AC 16 (touch 13 flat-footed 14); Att +3 meles +5 ranged (1d8 yarl); SQ Sense Elements, Honor 2 AL CN, SV Fort +4, Ref +5 Will +7" Str 11, Dex 14, Con 12, Int 16, Wis 13, Cha 17 (19); Height 5 ft.

Skiles and Fests: Speak Language (Rokugani, Fligh Rokugani Naga, Yobanun), Alchemy +11 Concentration +9. Diplomaty +13, Ga.he. L.formation +14, Heal +8, H.de +12 Knowledge (Elements) +7 Knowledge (Shultao +7 Move Stlently +12, Search +11, Innate Ability (cut) grace, invisibil. ity, expeditious retreat)*, Versattle (x2, Hide, Move Stlently, Search Gather Information)" Void Use"

Spells Known (6/7/7/5 have DC 14 + spell level Elements). FOCUS - Air): 0-commune, data, detect magic, ghost sound, guidance know direction read magic summon 1st-enange self, cure ight wounds, expeditious retreat obscuring must si ent in age, sleep; 2nd-Benten's touch", eat's grace detect thoughts, wind wall; 3rdclaimendience / clairvoyance, gust of wind, invisibility.

Possessions: himono of chartems +2, ring of protection +1, many of resitante 1, masterwork aphigaru armor

Satoshi is eternally grateful that the samt favor him, for he's relatively certain that the Fortunes despute him. His path has been a rugged one. Early in his life the temple where his rouin brotherhood dwelled was destroyed by the Steel Chrysanthemumb games. Satoaht was the only survivor. Since that day, he has had to survive by his wits and the power of his magic While this has sad him to a fair shere of untrustworthy and dishonorable behavior, Satoshi is at heart an honorable man merely doing what he needs to do to survive.

Satoshi often regress that he was not born during the time of Toturi, when a romin shugenja with his skill and talent would easily find his place. Instead he is hated and mistrusted wherever he goes. Satosh, has adopted a policy of treating those who treat him fairly with courtesy and respect. In villages that treat him as ronin scum, however he swindles foots mercilessly and robs others bland, fleeling physicibly into the night when he has worn out his welcome. While this policy has kept him fed and amused, it also has several magistraces hunting him in Phoenix lands.

So far, Satorni has managed to keep out of their grasp.

IRPORTART SITES

At Kyuden Miya (Castle of the Miya). The Emperor's here,ds and diplomate — the Miya family — 3well further from the Emperor than any other Imperial Family. Their pance is nestled among the Spine of the World Mountains. just north of the Plain of Thunder. Kyuden Miya is famous for in extens ve records on the heraldry and personal mon of cians both Great and Minne Once a year, the Miya fund the Emperor's Blessing a caravan of builders, arrisans, and shagens who travel to areas of Rokugan in need of assistance, repairing andmarks: building schools, and otherwise doing

A2 Shiro Usegi (Hare Clan Stronghold): The Scorpton army laveled the home of the once-proud Here Clan for some antmown offense shortly before the Scorpion Clan Coup. In a tragic but unrelated twist, the Emperor dissolved the Hare Clan shortly thereafter due to accusations of make practice. The claims were later proven false however, and the Usagi family rebuilt their home larger han before Since that time, the Hare have become stronger than ever before, adding a

second family, the Ujina, to their clan-

At The Castle of the Emerald Champton. For a thousand years, the sands may north of the Imperior Capital have belonged to the Emerald Champion. No army has ever dated threaten its borders as an daimyo are painfully aware that such an action is an invitation for the other Clans to raise their own armies against the invader.

he castle sits on it high hill surrounded by a wide, empty plain. Any army marching on the sight would be seen days in advance of their arrival. A chrysanthemum - the mon of the Emerald Champion — is proudly displayed at the front gate of the castle.

A4 Kiken and Roka Toshi/Ryu Bannin Toshi (Treacherous Pass City/Dragon's Guard City): A narrow pass through the mountains gave this city its name. It sits in a valley on the see shore surrounded by high mountains. A femous story teller once said a small child gave a dragon a rice ball at the site of the city, and the dragon promised the child that her family and all of he, descendance would know peace for a thousand years. Since this, time the descendants of that little gul have become some of the most prominent fishermen in Rokugan

A5, A6, A5 A10 (Hub Villages): Otosan Uthi is the hear: of the Empire, home of the Emperor and sear of the government. However, invitations are not given lightly. The Hub Villages on the ourskirts of Orosan Lichi serve as a base of operations for leaser ambassadors, merchants and imperial hangers-on. The Hub Villages are home to the Empire's bureaucracy and taxes are counted here, making the villages extremely wealthy. The Hubs house countiess individuals hoping to live in Otosan Uchi Itself. Competition to get the attention of those with clout in the Imperial City can be quite fierce

A5 Mura Kita Chushin (North Hub Village): This village is closest to the lands of the Tortoise. It is thus a great center of trade as merchants acramble for a chance to purchase the exoric wates of the Tortoise Clan sailors before they disappear

into the Imperial City.

As Mura Higashi Chushin (Bust Hub Village) This village is a home away from home for mercenaries. Samara. looking for work can expect fair treatment if they have enough koku. The most notable and influential establishment is the House of Green Koy, founded by retired ronin duelist M ye Yuringen. Yurungen was once an Imperial Herald, and maintained many connections throughout the Empire. For a small fee he would act as an agent for a group of samural who prove themselves honorable. His descendents have continued the family tradition

A7 Youke Fushern (Dawn Tower): This ancient tower grant the half of the 20 pen to Ballines to a deagainst investions of gailin from the sea. Doubling as a lighthouse, at is manned by Seppun and Tortoise Clan samuras

As Mura Nish: Chushin (West Hub Village) This Hub Village contains more Imperial storehouses than any other Hub, aumense warehouses containing rice collected as taxes. In the last two decades, the village has become home to countless moneylanders. While many consider their usury to be dishonorable, the moneylenders make terrain that a large share of his profits go towards the maintenance of Hantei Naseruk personal gardens

A9 Orosan Uchi (Rokugani Capital): Ototan Uchi is the capits, of Rokugan, and the greatest testament to the power of the Hanter The walls guarding the city are so wide that booses. can fide along the tamparts. The guards are chosen from Rogugany finest samuras. The entire capital exists solely to



support the Emperor and his court. Diplomats from all of the Great Clans (and many of the minor ones; reside in the Emperor's palace, plotting, bukering and seeking the favor of the Somof Heaven: Policy for the entire Empire is determined here, and those without an invitation may not pass through the sates.

When the city and palace were but it, Crab engineers and Phoenix shugenja worked together to make the palace impossible to info trate. Some shugenja say that the walls are enchanted with a powerful spell that renders its streets and passageways an impenetrable maps: only those with Imperial

blood may find their way around.

Kynden Seppun (Castle of the Seppun): This great palace stands between the Imperial City and the northern mountains of the Grane, as ancient and beautifu, as Otosan Uchi uself Kynden Seppun is the second home of the Emperor, the birthplace of the Brotherhood of Shinsel, and the ancestral home of the Emperor's fanatically loyal Miliaru guardsmen. In many regards, Kynden Seppun is one of the most sacred and holy places in the Empire, and has always been considered sacrosante during wars between the clans, although the Shadowlands did attack it during the Clan War (Kynden Seppun is located just outside location A9

A10 Mura Minami Chushin (South Huh Village): This village was once the home of the famed Doji Nio, son of Doji and Kakita. Upon Nio's death, his estates were left "to Rokingar's authors of beauty." Since that time his large estates have become a communal home for storytellets poets, painters, and other artists trying to make a name in Otosan Uch. The estates are beautiful, but there is little privacy and much cut throat competition among the artists here. Cenerally even a poor home in Otosan Uchi is considered a grander accomplishment than a pallet in the lush gardens of Kyuden Nio

A11 Nichrbotsu Pusheru (Sunset Towet): This aricient tower guards half of the Emperors Bay, keeping a steady watch against invasions of gainn from the sea. Doubling as a righthouse, it is manned by Seppun and Tortoise Clan

A12 Misen Mucs: The small rown marks the edge of Imperial lands and the beginning of the Grane provinces: It is manned by Seppun guards, nearly all of whom are related to the Grane in one way or another

A13 Reihaido Shinssei (Crow Shrine) The one animal most associated with Shinsei is the crow. When he and his Seven Phunders needed a scout the crow—then a bird with a white chest and beautiful colorful wings — volunteered. By the end of the journey, the crow survived, but he was blockened by the powerfu, forces that passed between Shinsei's Thunders and Fu Leng. It is now regarded as a bird of omen, a watchful and helpful animal that washs when troubles are ahead. Only those with a pure heart and true devotion can find one of Shinsei's shrines, but it is said that those who do learn the deepest secrets of his teachings from the Kaliku spirits of the air.

A14 Shinden Osaso-Wo (Temple of Osano-We): The Forture of Fire and Thunder is Osano-Wn, and his greatest temple is here. The monks who keep the temple are known for their rituals of scarring and secret magic. Constant thursdetstorms encourage the local vegetation to become green and tush, but the land itself is rocky and difficult to traverse Moss grows over the rocks, and the area is burned even in the driest seasons.

A15 Koern Mura: . his small village provides rice and grain for the Muror Claus, scaling its talents to the highest bidder each year. Every year, the ronin governor of Kee meets with the surrounding Minor Claus, and sells the past year's harvest to the highest hidder. This is the only means by which this small independent ronin town survives from ver to year.

A16 Shiro Heichi (Boar Clan Strenghold). The ruined castle in these forbidding mountains was home to the Boar Clan until its mysterious disappearance five centuries ago. Now, the mountains are haunted by a restless spirit called the Shakoki Dogu, a terrifying entity that feasts on madness. The Crab and Falcon have made countless efforts to placate of the countries of the countr

even identify the spirit. All have failed.

At 7 Zakyo Toshi (Pleasure City): Five hundred years ago: this city's name might have stated it, now it is simply a det tative name given to one of the busiest commercial cities the south of Rokhgan. Zakyo is a haven for lechery, kept only through the constant interference of the Imperial troops stationed here to keep watch on the border of the Scorpidi and Minor Clan lands

A18 Dangai: A small monastery in the center of t unal-gred lands, this haven of enlightenment takes advantage of the arid land by constructing rook gardens and libraries, depending on travelers to bring food for the monas who mak then homes here

A19 Daidoji Yukan-ee (Valient Deedoji Tower): At this tower an ancient battle between the Scorpton and the Daidoji resulted in a Craffe victory. Since that day, the tower has helf its name, even through the Crane samurat who once inhabited it have been lost to vice. Their family dishone these romin still claim tentative allegiance with the Craffe, are constantly trying to return to their former clan with off of feasty. Thus far, the family secret (whatever it may have been that caused them to be east out in the first place) has them from seaccessing.

A20 Kwdo. A small farming village owned by the Hare Clan It is a frequent destination for traveling ronin, who know that the Hare pay well for information about the oth tians.

A21 Meidochi: A small farming village in the lands that he ong to the Hare. The Ujine family conducts much of its business here

* A22 Kais Onho Mura (Murable Priest Village): A quiet For Cian village on the edge of the Kitstme forest, This village accounts for the majority of Fox food production, and is well guarded by the vigilant shugenja of that peaceful clan. Often members of the Unicorn clan can be found here, seeking sets from their travels in the lands of their distant cousins, the Fox

A23 Kitsume Mori Mara: This village within the forest of the Fox is filled with strange architecture—houses are grown from trees, and sading screens made of forest leaves rathe than rice paper. The Fox Clan makes use of all the forests bodaty, harvesting its account, berries and muss as well as the food grown in Fox villages elsewhere. There is a large shrine is load grown in Fox villages elsewhere. There is a large shrine is limit best, the patron Fortune of Rice and friend to the spirit kitsung that inhabit the wild forest groves around the entitle Palace.

A24 Kynden Kitsmae (Fox Clan Falace): When Lidy Shinjo left Rokugan eleven hundred years ago, some off followers remained behind. Some of these remainst became the Fox Clan. While they do not have the same affinity for cavality as their Unicorn cousins, their skills in hunti herbausm and woodsmanship are unparalleled in Rokugan.

A25 Kyuden Suzume (Sparrow Clan Palace). Th Sparrow Clan is one of the older Minor Clans, formed seve



hundred years ago when a number of Grane Clan members interpreted Shinsel's philosophy as calling for a tenunciation of wealth. Accordingly, they set themselves about from their money-conscious Grane brethren and declared themselves the Sparrow Clan, taking a humbler bird as their inspiration. The Sparrow Clan "palace" is sparrow and functional, providing a fortified position that the Sparrow and their heurin can detend in tune of war.

A26 Koutetsukan (Iron Turtle City): This humble city is the single largest producer of boats and ships within the Empire, creating ships for the Muntis, Crane, Phoenix and Crab fleets as well as for the Seppure. Those samures who wish to venture into the open ocean would be advised to fluid a seasoned navigator here, as well because no one knows the seas as well as the Mantis; no one knows the seas as well as the Mantis; no one knows the seas as well as the Mantis; no one knows boats like the heimin and samural of Koutersukan.

A27 Shiro Morito (Ox Clan Castle):
For his vs or during the War of Spirits
former, ricorn bush Morito was awarded
a small flef in the northern regions of the
Dragon Heart Plain to found his own minor
can. Morito took the mekname given to him
by his fellow ronin as the name of his new
clan, the Ox Clan, Many formet members of
the Shinjo family cast our or dishonored after
the revelation of Shinjo Yokatsu as a Kolat
Master, joined Morito in hopes of begin
ning a new life

A28 Toku Torid-e (Virtuous Keep)
One of Totori's canef deatenants throughout the Clan War, the samural known only
as Toku way it is promoted to captain of the
Imperial Guard by Emperor Toturi 1, then
later given leave to found his own clan to
serve the Empire Toku chose to call his new
clan the Monkey Clan and served Toturi until
the Emperor's recent death

A29 Vigilant Keep of the Monkey: the Monkey Can serves the Empire as magistrates, answering directly to the Emperor himself With the absence of a clear heir, the Monkey have chosen to support Toturi Tsudao, riding at the side of the Imperial Legions and enforcing justice across the and. The Vigilant Keep has fallen twice in its short history (once to the Shadow

and once to the armies of

Hanres XVI), but each time a has

been quickly rebuilt. This castle is also The Dark Thinghter bome to the Fuzzke shugenja family. Though the family is small, major shugenja families have begin to take note of them, for the Fuzzke have recently begin training at the foot of Grand Master of the B ements.

Shabat -

Naka Tokel

The Ruins of Shiro Ichiro (no map entry) (Badger Clan Stronghoid): Once a remote and often overlooked clan, the Badger came into prominence when the clan was decimated by an oni attack shortly before the onset of the C.an War Ihe few surviving members of the Ichiro family gave their supputt to Total, during the war and were allowed to keep their name despite their lack of a homeland. To it is day, the foliate toam the Empire as mercenaries, seeking to gather enough funds to rebuild their home.

SHAHAI, THE DARK DAUGHTER

Female human Unicorn Shu7/But1. CR 18; Medium-size himmond (himman), HD 7d6 + 21 plus 8d8 + 24, hp 123. Init +2; Spd 30 ft. AC 22 (touch 13, flat-footed 19); Att +9/+4 melee (1d++1, +2 touts of wounding); SQ Class satil — Spellcraft (Family bonus). Sense Hlemonts Suppress Taint, Blood Conversion, Spell Conversion

Suppress Taint, Blood Conversion, Spe.l Conversion (has converted al. apel levels to Maho), Maho Metamagic Honor II, ALCE, SV Fort +12, Ref +7, Will +11 Str 9 Tax 15, Con 17, Int 15 Wis 17 Cha 15

lamt +6 Height 5 ft 5 in

Sk lis and Fests Speak Language (Rokugani High Rokugani, Onis, Bluff +10. Concentration +18, Heal +13, Mide +9 Innuendo +5 Knowledge (Shadowlands) +12, Knowledge (Maho) 23, Knowledge (Arcana) +19 Spellcraft +23 Torture* +13; Blood Sorceror (ancestor)† Craft Wondrous Item, Extend Spell Innute Ability (speak with dead dispel magic, slay siving)* Maho Poene*, Maximine Spell, Meishodo* Ritual Magic.

(6/8/13/7/7/7/7/ Spells Known 6/6/4); base DC 21 + spell level, Elemental Focus - Water, Juchi Schook all speals are considered mano): 0-cammane, create water cure minor wounds, date detect magic, purify food and drink mad magic, camman 1st-blood rite", care light wounds, detect taint, remove fear, rise again tilent image 2nd-ciere moderate wounds, detect thoughts, protection from arrows, remove paraivels 3rd-create food and water, disput magic, speak with acad, wonderful origanis furosa ki?; 4th—arcane eye, cloud of Tainth heart ripperf, polymorph other, 5th -magic for, nightmare slay living, unnations oun-circle of death, create undead, forbiddance, narm, 7th-blosphemy. control andead, finger of asute, insanity, 8th-create greater undead, greater planar binding. symbol, 9th-weird, symmon manster IX

> ensections: ring of wigardry I, inaceless of armor +6, +2 tanks of wounding, amulet of natural armor +3, ring of protection +2

meichodo: maximized cloud of taint, extended protection from arrows: maximized cute moderate wounds, extended date

Once, she was fucht Shahar daughter of Jucht family Jamiyo Jucht Daiyu. Barly in the reign of Emperor Totura, Shahar began to hear a spectral voice. The voice promised great power and great freedom to do as she pleased with the world he voice was terribly seductive to young Shahar, who chafed at the boring traditional lifestyle her father imposed upon her Wandering into the forbidden Forest of Dreamers south of Catherer of Winds Castle, Shahar discovered a ruined house



Investigating further, she discovered a battered skeleton and a collection of scrolls. The scrolls contained make, magic so black that it scarred Shahai's soul to look upon it.

The first spell she cast caused the skeleton's head to animate, the sanif "Void" painted upon its forehead in Shahat own blood. Shahat did not even remember curting herself, but she recognized the voice that rose from the skull. It introduced itself only as "Grandfather," and instructed her now to go about finding the infamous cult known as the Bloodspeakers.

Shabat followed Crandiather's advice. Shortly thereafter the alew her own father to seal her initiation into the cult, and quickly ascended through the ranks of the Bloodspeakers. Her name is a curse among the Kuni Wirch Hunters, who have hunted the trail of corpors she has left behind for over two decades.

Recently. Shahai has offered her services to Dargotsu, Lord of the Shadowlands — not as a servant, but as an equal parener. She has earned the title of the Dark Daughter, and is more dangerous now than ever.

In person, Shahat is remarkably friendly and charming. She is a standar woman, hardly the sort one would suspect to be a mass murderer with nearly godlike power. When angered (or bored) she is a power to be feated. She is interly merciless and fond of tortuzing enemies extensively before slaying them.

DRIGOTSU, LORD OF THE SHADOWLARDS

Male outsider Tsu20: CR 25, Medium-size outsider (evil. Shadowlands); HD 2006 + 100: hp 220: Init, Spd 30 ft., Fly 30 ft.; AC 36 (touch 32 flat-footed 31); At +23/+18 melee (1d10+17+2de [against good], Haightur's Obudium Blade); SQ Daigotsu Qualities, Akutenshi abilities — Alternate Form, C naked Turn (DE 36 to detect. Body of Damned Time [open/hour assume orporea, form for one round, 24 viewers must make a Fort save vs. DC 25 or suller 1d4 permanent Str. Dez, and Con damage and him norms white), Breath of Turn (gain 6 Turn points, Raffax DC 25 for half) detect thoughts (as with), Durupt Ki (Will DC 23 or tax lowest ability modifier on al. actions for 18 rounds), musibility (at will), Soul Drinking); Honori O: AL LE: SV Fort +15, Ref +14, Will +12; Str 26, Dex 19, Con 20, Int 21, Wis 17, Cha 20, Taint +16, Height 5 ft. 10 in

Daigotsu Qualities. The Lord of the Shadowlands possesses a manuer of unique abilines, including the following.

Akatembt — Dangotsu possesses all abilities of the akurenshi template in Oriental Adventures, with the exception of snapernange. These are listed above under Special Qualities

Damage Reduction 30/+5 — applies only to his original body; increases to 50/+5 if Dargotsir's soul is not currently in his body.

zark Knowledge - All sittlis are class sicilie

Fit Leng's Blessing — Dangorsu gams a dellection bonus to AC equal to his Issue modifier while in his own body.

Improved Sauss — If Daigonen successfully saves against any effect with a "portial" result, the spell does not affect him.

Make — Dalgotse may cast no spells that are not make speaks. His Spells Known have been adjusted accordingly.

On Presessor— Dagotsu may possess any onlihe can see, at will, as a standard action. This is the equivalent of a magu per spell, except for the following. The onlis allowed no save and Dagotsu needs no receptable (he may transfer his soul directly into the onli). The onlis soul is suppressed, but aware of all actions performed while Daigotsu commands its body Daigotsu may return to his own body at will, regardless of

range, or may shift his soul to another out within sight as a standard action. Daigotsu is aware of all shifties of his host and may use them. The caster level of any spell like abdities of the host becomes Itaigotsus caster level but Daigotsu may not east his own spells or use his own natural abdities (with the exception of this one) while within a host. He may use oil of the host's feats as well as his own. He may use the host's attack bonus rather than his own, if he wishes. If Daigotsus's host is kided. Daigotsus soul returns to its body regardless of range.

One Vision Daugotsu may sery on any one, at will as a standard action. The sery attempt is always automatically successful within the boundaries of the Shadowlands

Outsider — Daigotsu is a native outsider, he may be tenished but not dismined.

Spell Resistance - 25

Skills and Feats: Speak Language (Rokugani, Bakemono, High Rokugani, Nezumi, Ogre, Oni), Battle* +8 Concentration +22. Diplomacy +14. Intimidate +22. Knowledge (Arcana) +21. Knowledge (Elementa) +10. Knowledge (Etiquette) +10. Knowledge (Fortunes) +3. Knowledge (Itgoku) +27. Knowledge (Maho) +22. Knowledge (Metdo, +8. Knowledge (Nobility and Royalty) +11. Knowledge (Shadowlands) +28. Knowledge (Shintao) +6. Knowledge (Toshigoku) +8. Knowledge (Yume-do) +10. Knowledge (Cakido) +8. Listen +13. Sense Motive +10. Spellcraft +20. Spot +13. Blood Sorcerer (Ancestor)†, Empower Spell Fly By Attack, Improved Initiative, Innate Ability (sixtle of death, dark unignobishan armor)*, Maho Focus* Maximize Spell, Ritual Magic*

Spells Known (0/10/10/10/10/9/9/9/8; base DC 31 * spell level, Iuchi School; all spells are considered malue; 0—Nous, 1st—blood and darkness*, blood rite* coora's breath' pain* rise ogain*, 2ud—choking death*, curse, desernte, ghoul touch, mistral fear*; 3rd—animate dead, dark wings*, hate's heart's, inflict teriou wounds, 4th—cloud of Taint's, enervation polymorph self, wall of bones!, 5th—cloud of Taint's, enervation polymorph self, wall of bones!, 5th—clouded!, obsidian armor*, stay living, unhabout 6th—clitic of death, eyebbe, harm, summen greater kan uni*, 7th—acid fog, blasphemy, control undead, destruction 8th—create greater undead, greater planar hinding, symbol fainted auraf* 9th—power word, bill, summon monster 1%, weint.

Possessions Dargoist's Obtained Bade (unique item, function as a +5 unhely ketane that can produce the affects of the shord of deriuses' spell at will, unlike the spell, the blade must be wielded and takes advantage of the user's feats, etc.), not of thunder and lightning, amulet of natural armor +5, have of resistance 14

Not much is currently known about the new land of the Shadowlands. Not much needs to be known. His power and leadership speak for themselves. He is the master of Onisu. leader of the Tainted arrotes lost at Volturnian and the new driving force behind the Shadowlands Horde, Daigotsu ... charismatic, intelligent, and at times even briandly to his enmies, but his every action is a calculated ploy to extend the domain of corruption even further. For example, Dargotte may offer an wealth, power, friendship, and accoptance to a ronin seeking a home, with every intent to fulfil, his promises. Dargotsu's gifts have a price, however, and trose who enter his service will inevitably be twisted into a weapon to be used against the Empire. Behand Lis facade of cham. Daugotsu is as wholly evil as any other leader of the Shadowlands. He seeks to succeed where Yogo Junzo, Kun, Yori, for Maw, and Oni no Kyoso have failed. He has united the disparate groups of the Shadowlands ...ke no other leader in memory, and those Tainted who defy his commands are

hunted by the savage Onisu, Though he is walking to make compromises to build his power base, he will brook no challenges to his leadership.

Those who defy him are destroyed. No exceptions.

TE'TIK'KIR, CRIPPLED SORE SHARAR

Male Nezumi Sor7/Nsk10, CR 18, Medium-size humanoid (Nezumi); Hi) 17d4 + 17; hp 71, Init +5; Spd 80 ft., AC 17 (touch 11, flat-footed 18); Art +11/+6 melee, +12/+7 ranged 1d5+3, halfspear +5); SQ Crippled Bone Nezumi qualities, Ratling Shaman abilities (including mend name, spirit sight conjure trackster importune Transcendent, named weapon); Honor 1; AI CG; SV Fort +9, Ref +11, Will +17; Str 6, Dex 8, Con 13. Ins 17 Wis 20, Cha 21 (27); Height 6 ft

Skilis and Feats: Speak Language (Nezumi, Mujina, Om, Rokugami), Concentration +11 Knowledge (Arcana) +14 Knowledge (Shadow, ands) +18, Knowledge (Yume-do) +24, Sery +9, Spellcraft +15; Brew Potton, Craft Rod, Craft Wondrotts Item, Empower Spell, Improved Institutive, Spell Focus

(Enchantment)

Spells known (6/8/8/8/8/7/7/5) base DC 18 s spell level): it—dameng lights, daze, detect magic, detect poison, disrupt undead, ghast saund, mending, open/close, read magic, 1se—charm person, expeditions retreat, magic arount, magic missile, protection from evil; 2nd—buil's strength, cal's grace, detect thoughts, lenock, minor mage; 3rd—cure serious wounds, dispel magic, sleet atorm, suggestion, 4th—divination, ice storm, sesser gens, arving. 5th—dream, feeblemind, mind fog, true seeing, 6th—find the path, greater shadow emeation, mass suggestion; 7th—banishment, legend lore.

Possessions +1 halfspear (named weapon), clock of charitina +6, rod of thunder and lightness, amulet of natural armor +2, ring of protection +2, bag of holding (type 4), vest of useful items, boots (leggings) of speed, countless magica, potions and minor magic items; Temickir is one of the most powerful Neaumi shamans nive and has access to hearly any item his race can produce

At fifty-nine years old, Te'tik kir is the oldest Nezamu alive Though feeble, his extensive experiences and extraordinary sorcerous might are known even to the most distant tribes. Young shamans frequently bazard trips to the deep Shadow-

lands to seek this great shaman's advice

Some would call le'tik'ker eccentric, but "mad" is closer to the truth. He is a powerfu. Nametaker, but insists on being referred as a "Nameseeker," one of the lowest of the Nezutni's sorcerous ranks. He claims that he is a creatine undeserving of Name, that he has betrayed his people and raust seek a new Name before he can take his place among the Transcendent. His claims are, in fact, true. Though he is a powerful shainan, he cannot become a Transcendent. The other Transcendent have told him as much. Early in Tetik'kir's life be made a term ble mistake. — a betrayal that led to the death of his friend Mat'tek, chiefrain of the Crippled Bone. Until he amnes for this sin, he sannot transcend, and he cannot die. Tetik'kir remains in the mortal world, growing more ancient with each day

Some days he wonders if he deserves to be free.

VOIS'TRR, TATTERED EAR ADVERTURER

Male Nezumi Fir2/Rgri/Rog5. CR 8, Medium-size humanoid (Nezumi), HD 5di0+9 plus 5d6+5, hp 50; Init+5; Spd 40 ft. AC 19 (touch 15, flat-footed 14), Att +8/+3/+8 1d6+3 twin wakizashi), +14/+9 ranged (1d6+1, yumi+1); SA claws 1d4+3 damage, teeth—td4+4 damage, Sneak Attack+3d6 damage, SQ Tatteted Bar Nezumi qualities, evasion.

uncanny dodge (Dex bonus to AC), favored enemy (gobbus), two-weapon lighting, Honor: 1; AL CG; SV Fort +6, Ref +9, Will +1, Str 16, Dex 21, Con 13, Int 15, Wis 10, Cha 2; Height 5 fr

Skills and Feats Speak Language (Nezumi, Rokugam), Cilinb +11, Escape Artist +11. Hide +19. Jump +9. Listen +9. Move Sifently +19. Search +7. Sense Motive +7. Spot +12. Tumbae +15. Walderness Lore +8; Track, Scent, Point Blank Shot, Precise Shot, Rapid Fite, Weapon Focus (yum)

Processions: 2 mismatched statetacht (which he uses to fight two-handed), +1 yumi (his most prized possession). Midded leather ormor +1, brocers of orchery, fetish of the eagle, as eyes of the

eagle), dust of illusion (2 doses).

Your'tre ("Poolish Wanderer") is a young Nezumi cages to unlock the mysteries of the world. He left his tabe two years ago, offering to hire our his services as a mercenary to the armies of the Great Clans of the humans. Among creatures as wealthy and powerful as the humans, surely there could be

oppositabily for one Negumi, right?

His quest has met with mixed results. Though Yoce'tir has had many exciting adventures, from battling spirits in the heart of the Shinomen to scouting the lines of the Uragon army in the employ of the Unicota, he has never been truly accepted. More often than not, he's been used as a pawn. A handful of times, his employers have tried to kin him rather than more their end of the bergain, considering him nothing more than a beast to be exploited. It doesn't help much that Yoce'tit is a light-fingered prankster with no respect for personal property. Most of the time he ends up at odds with less employers.

You're doesn't mand, he always has an escape route. Those who turn on him may find one of his trademark blue-feathered arrows lodged in one of their feet. If they're lacky, they may carri a glimpse of You're trail as he vanishes into the

undergrowth

Other Nezumi consider Yoee'rr to be foolhardy and self-destructive. His tales of adventure disrupt the unity of the mile, encouraging other young Rathings to be similarly brive and foolish. He has found a cold reception upon his raturn home, and has slowly begun to accept the fact that he thinks more like a human than a Mezumi. He as seriously considering leaving home permanently, seeking another great adventure. All he needs to do now is to find some humans that look like interesting traveling companions.

ROTAR AAJHRARDOED ZERVTAET

The following location descriptions refer to the locations labeled on the color maps at the front and back of this book.

- A. Kanashimi no Komichi (Sorrow's Path): This natural mountain pass leads to the lands far north of Rokugan's northern mountain range. It is called "Sorrow's Path" by the Unicorn who returned from the barbarian lands.
- R. Yakeru yoni Atsui (Burning Sands): The Unicorn tell of a people who live in the grassy steppes just beyond the mountains, and beyond them lies a vast desert they can the "Burning Lands."
 - C. Kyodai and Kabe sano Kita (Creat Wall of the



North): These mountains isolate Rokugan from the north. The Unicorn say that there are steppes and a vast desert to the north where barbarians ride on great steeds, killing and pillsging without mercy.

D. Hinanbasho samo Mitsu Shimat (Refuge of the Three Sisters): High in the mountains show the Dragon keeps, Rokugan's only shrine to the Moon Goddess sits at the end of a treatherous path called "The Climb of the Moon." The diligent seckers who discover the bidden path find the shrine occupted by three sisters who have tended at for as long as mortal memory has recorded. Speculation has made the sisters out to be ghosts, but none can say for certain. The three sisters speak in riddles, answering any question put to them. Legends say that any question put to them is answered truthfully, but rum befalls any who ask

E. Heigan Ryo Kokoro (Dragon Heart Plain). This high, batten plain overlooks the Dragon formesses to the southwest and the Shrine of the Kr-Rin to the southeast. Only broken stones and shattered foundations remain to mark the home of the Snake Clan, who were unterly destroyed by the Phoenix Clan seven and a half centuries ago. Occasionally, foolhardy shugenja dig about in the tuins hoping to find some remnants of the Snake's dark magic. The lucky teturo bome disappointed. The unlucky do not retten at all.

The fir northern reaches of the Dragon Heart Plain have become home to the Ox Clan in recent years (A27).

F. Tami Gira (Jagged Valley): This area of the mountains is largely made up of loose shale, large chanks of which break off of the mountains and slide away into the valleys below The Phoenix sometimes train samura: an this area, to teach them alertness.

G. Mori Isawa (Phoenix Woodlands): There was a reason the Phoenix settled in this area of Rokugan. The wood of the Isawa forest has a particular quality that is particularly beneficial for their shugenja's scrolls.

H. Nam-aku Heitzi Heigen (700 Soldier Plain): It was bete that seven hundred soldiers were victorious against an army of seven thousand (at least, that is what the history books say)

I. Mizu-umi Ryo (Dragon Lake): The locals call the lake in the northwest "Dragon Lake" because of the shrine to the Guardian of Water that is on the south side of the lake. Some say the Dragon of Water can be drawn to the shrine by those who are worthy.

[No Map code] Nagashi Naga Toshi (Sunken Naga Gity): At the bottom of a great lake in the north, there is said to be a city that remains perfectly preserved. Statues 1 agg 32 of may have once been a city of the Naga, but none but those who visit (with magic, of course) can say for certain. The Naga were strangely silent on the issue while they were awake

J. River of the Lost Valley (Kenku Home River). Though a is far from any settlements, many bush risk, the journey to this remote river. Its source is rumoted to be the home of the wise and often mischneyous kenku. Many legendary Rokugani swordsmen are said to have been trained by these swordmasters.

K. Heigen Kori (Ice Plain): Surrounded on three sides by mountains, Heigen Kori is always a plain of snow and are in the winter and a barren waste in the spring and summer. It is a desolate place, devoid of any life save the sparse grasses that grow each spring, only to be covered with snow when the winter comes.

L. Kyodai and Josho Suru (The Creet Clinch): These are the foothills that lead to the mountain palaces of the Dragon Clan. They are right, rwisting and confusing and easy to get lost in, eventually reaching impossible heights There is.
Single pass that penetrates the mountains, and that is guarded by the Mirromoto family.

M Kyodai and Iaiyo (The Great Fall): Due to heavy volcanic activity, there are many rock slides in this area, mak it quite dangerous. The Dragon Clan train new samurat in the area — it keeps them on their toes.

N. Nemuti Katainari Yama (Sleeping Thunder Mountain). The volcano just southeast of the Shrine of the Kimumbles from time to time, but has yet to fully crupt.

O. Kanawa Taki (Iron Rings Cascade); Over a the years ago, Shinser stopped at this waterfall and quenched! thirst at the waters. Since that day, the waters have been the control of the waters have been the control of the water have been as well as well as the control of the control of the water have been as well as well as the control of the control

P Heigen Yuki Snow Plain In the beeth planning of green area from a 2011 down from the mountains at the area for the first as a way a set by he in our away to lands for to the west, details of which are only know to Unicorn scholars.

Q. Shiroi Kishi Mizu-umi (White Shore Lake): "WShore Lake" guns its name from the white rands on its show
It is rumored that mingyo dweh at the takes bottom. For
belief bolds that eating mingyo flesh will grant immore
but those that hint the peaceful mermaids risk the writh
their protectors—the Naga.

R. Kawa Nemui (Sleeping River): The river that down from the Lake of the Sunken City is called the Sle. .

River. It is named for the sleeping city from which its waters run. The local peasantry insist that if sand from the option of this river is placed in a sake boule, any who drink from a borde will fall into a manual slumber.

S. Shiroi Kisht Heigen (White Shore Plain). A gte buttle was fought here nearly 550 years ago. A force of Scipiou attacked the recently retained Unicorn, but the Unicard a contingent of Lian) fought them off According to the Unicorn, the Scorpion thought them to be weak, uneducate barbarians, and were swiftly shown the error of their their ing. The Scorpion, when asked about it, contacte the point a change the subject.

I Has Mosts Kawa (Firefly Rives): Firefly River is not fant for the Unicorn Clan's commerce with the rest of fimpire. The Unicorn are the least agrerian of the Clans, being along this river that all of their farms can be found.

U. Oboreshinu Bockisho Kawa (Drowned Metchar. Biver): Three hundred years ago, a prominent merchant attacked by bandits near this river They formed han and, family, eventually drowning them in the river. Local pessages say that their ghosts wander the bank, looking to bring justice to the bandits who drowned them.

V. Tanima sano Furatsu Taisho (Valley of the tw Generals): It was here that two of the Empire's greatest commoders. Massu Eijotuko and Daidon Wasutsubo. Inight the Seven Day Battle. In the end, the commoders faced other on the buttlefield, surrounded by the bloody corpsess hundreds of bours of constant combat. Although Kijoro-was the victor, her wounds from the due, overcame moments later. The battlefield remains a holy site with shrine dedicated to both gamerals on the spot where they fell.

W Seikitsu sano Yama no Oi (Spine of the Word Mountaine): Thus is the mountain range that splits Rosa, in two. The Seikirsu mountains contain the tallest para Rokugan (including the legendary Mountain of the Seyer Thunders), and the few trails through it are narrow and



fraught with petil. With the destruction of Beiden Pass in the year 1150, the only pass large enough to move an army

through is now Seikitsu Pass

K. Kawa Mitsu Kishi (Three Sides River). Sechaps the most contested body of water in Rokugan is the Three Sides Boyer Historically, it has provided the heart of trade and commerce for three clans (the Scorpion, the Lion and the Crane, in the center of the Empire.

Y. Kiken Roka (Treacherous Pass): A story tells of a merchant who lost his life in this pass hundreds of years ago, and his ghost stir. haunts the mounteinsides. At night, haunting winds whip through the garges, making at sound as if the mountains themselves weep. It is a long and dangerous pass, but it is also the shortest more from the Phoenix lands to the lends of the Emera,d Champion and the Emperor

Z. Yama no Kuyami (Mountains of Regret): This range is called Regret because of the many lives lost in the only pass through the mountains. In the fed light of the sunser, the snow on the tips turn red, making it look as if the mountains

breed with the setting of the sun

Sightings of ogres and gobins in this area lead some shugeria to suspect an ancient breading ground somewhere in the raves, but if it emets, the Phoenix have vet to find it

AA. Kawa sano Fui no Dangel we Sasu (River of the Unempected Hero): Roughly two centuries ago, the Unicorn battled an army of Shadowlands creatures that had moved north far from their homeland. The creatures med to despoil he Chryshathemum Petal Lake, but the courage of a farmer proved to be the critician factor in the nattle. He sayed the Unicorn army and the tiver at which the battle was fought has been named in his honor.

RB. Mizu-umi Kiku Hanabira (Chrysoathensum Petal Lake): Hundreds of chrysanthemums line the shores of this lake Legend holds that the original thrysanthemums were planted by the hand of Hantel XVII to mourn the loss of his son, Indeed, subsequent Emperors have often visited these shores to celebrate the sunual (hrysanthemum Festival

CC. Plum Blossom Page: It is said that in this page, the kam. Togashi first reached enlightenment eating a plant to break his fast. Odd.y, no plum trees grow here. In fact, the bersh climate seems to forbid the possibility of such a tree

ever having grown here

DD Yame sano Kaminari (Mountain of the Seven Thunders): The talkest mountain in Rokugan is named after he Seven Thunders who went with Shinsel to face the dark tord Fu Leng on the first Day of Thunder There is a shrine at the highest peak dedicated to their memory, maintained by

the Brotherhood of Shinser

AR. Heigen no Otaku (Plains of Battle): This is the heart of Lion country, guarded intensely by Lion signata. However, the Lion have no protection from the Emerald Champion's races. For most of the east five hundred years a Crane has worn the Emerald Armor, and they have taken full advantage of their ability to tax the Lion Through taxation, the Crane have profited from Lion labor

EF. Hetgen no Hayai Mondai (Plain of Fast Troubles): The plains storounding Otosan Uchi are known as the "Plain of Fast Troubles" because of its reputation. It is iLegal to move armed men through this area. Any who did would find the

whose of the Empire moving against them.

GG. Rokugan Yogasha Heigen (Emerald Champion Plain). These rich plants surround a large, well fortified castle. Both castic and lands are granted to whoever succeeds at the Test of the Emerald Champson. Since the current Emer

ak, Changout, Yesuk, Hecht, has his hands full with his duties to the Empire, he has little time to see to these lands. The former Emerald Champton, Kakua Toshiken, dwells here with Hachi's permission as his all health prevents him from

HH Hanto no Yoake (Peninsula of Dawn): Pinched between North Huh Village and the Bay of the Golden Sun, this peninsula is home to the tiny Tortoise Clan. The Emperor typically commands the fortoise personally, but they are technicarty a Minor Clan and not an Imperial Family. This small distinction allows the Emperor to separate himself from the dishonorable tasks the Tortoise are forced to execute in his name. With no Emperor currently ruling Rokugan the Tortouse have come to serve the whim of the Otomo family

II Naga Doro Heigen (Naga Road Plain): For many years scholars studied and picked over the ancient Naga rings in this area. When the Naga awakened, such studies became risky, se the Naga seemed equally willing to either commun. care peacefully or attack furiously to avenge their defiled ands. Once relations stabilized, the Naga allowed scholars from the clans to study here once mote

J. Heigen no Kaminari (Flain of Thunder), The pain of thunder is dedicated to the Fortune of Thunder Osano Wo. it is here that the Test of the Emerald Champion is head, in bonor of the Fortune who is the patron of all bushi

KK Heigen sano Dojt (Dojt family lands): The plush ands of the Doji family are dorted with rice farms and merchant caravans, presenting an inviting target for bandits With the war against the Crab, the Crane have been forced to begin hiring mercenaries to protect their interests here

LL. Wan sano Kin Taiyo (Bay of the Colden Sun): The harbor of the Imperial City and center of nava. commetce is the Day of the Golden Sun, Fishing boats and pleasure craft intermingle in the deep, calm waters as peasants and nobility alike take in the beauty around them. Every evening the setting son filters through the temperts of Otosen Uchi, light ing the bay brilliant yellow. The Imperial Guard patro, in boats through the bay to discounage smugglers and other ciff-raff.

MM. Shinomen Mori (Hidden Forest): The Shinomen Forest is the most expansive and mysterious forest in Rokugen. A story tells that it is enchanted and that all manuer of giant creatures (including the dreaded kumo) can be found here The outer edges have been explored, but there are hundreds of miles within the forest that no man has ever seen

NN. Kawa no Kim (River of Gold); The River of Gold is a major trade route of the Scorpion Clans and has increased greatly in strategic importance since the creation of the Seikirsu Pass. Though the Scorpion claim the river as their territory, they permit the Unicorn to send trade ships down the river in return for access to the trade road Suns Arc Way

OO. Roka Beiden (Beiden Pass): Beiden Pass was once referred to as the crossroads of the Empire. It was the only pass in the Spine of the World Mountains wide enough to move an army through The Lion, Scorpson and Crane feuded over control of the pass for centuries. Hundreds of bartles have been fought over the right to administer the pass, and even after its destruction the lake to the south is still rumored to be haunted by the spirits of those who died in the countless sk matches in the pass.

During the War of Spirits, the pass was collapsed upon the spirit armies of Hanter XVI, effectively, ending the war and closing the pass permanently.



PP. Migu timi no Fuko (Lake of Sorrows). Stories say that this lake is haumed by the souls who died at Beiden Pass and were not properly buried. Small shrines dot the shure line in homage to those whose names are not remembered.

QQ. Osarl Plains (The Plains of the Crane Clan): The plains here are such and rich, but local persents warn against wantering about after sucset. Hungry ghosts are said to room free during the night, looking to feed on the blood of the living and drag the wicked screaming to the spirit-realm of Gaki-do.

RR Kawa sano (Manni Jikan (River of the Hour of the Wolf): Named for a battle between the Scurpton and the Lion in which ten thousand samural died during the Hour of the Wolf, shortly after sunset. The battle took place at Beiden Pass in torch-light, and the dawn was so borrifying that "Hour of the Wolf" was deemed ill-omened. That both is now reterred to as the "Rour of the Dog."

SS. Aka Miza-uma (Red Lake): The lake that the River of the Hour of the Wolf feeds into is known as the Red Lake. After the battle of the Hous of the Wolf, the blood ran into the river and down into the lake many miles south. For anothers afterward, the lake temained as red and as thick as blood. On the anniversary of the battle, in the dark hour of the wolf, the lake's waters turn red and brood washes up on its shores.

II. Kawa sano Zaru Shadoshi (River of the Blind Monk): (his ever gams its name from an old monk who lives in a small shrine by the riverbed. He will ferry any who can answer a riddle. He has lived in his little shrine for at least two bundred years now, and passengers who ask has age get a knowing smile from the monk and a bath from the river

UL. Michi ni Mayotta Musume Iric (Lost Daughter Inlet): This is the famous Island where the first Hanter found his bride. The most famous telling of this tale was as a play by the famous Lion playwright Akodo Taberu Acknowledged as his masterpiece, the play manages to tell the tale in such a way that makes villates of the Crane characters without portraying them as vulatious.

VV Nanatsu hi Oteku Heigen (Seven Day Battle

Plain): Three hundred years ago, the roun who called himself "Usagi" assisted the Emerald Champion to defeat Inchibus and his Order of Blood Speakers: Usagi was granted a small castle and the lands that surtounded it. The battle with Inchiban lasted for seven days, thus the name of the plain.

WW. Rouin Chiiki (Rouin Plains): All of these lands are owned by the Three Man Afilance (the Wasp, Sparrow, and Fox Minor Clans; see A14, A23, and A24). The Rouin Plains were more heavily guarded because they burdered the Scoupnon lands; now they are heavily guarded to discounage the spilling-over of the Liou and Grene hostilities into Minor Clan territory.

XX. Takin Kness Heigan (Tall Grass Plain). This plain was once a lish farmland. Several decades ago, however, the land suddenly became infertile, and eventually the farmers of the area abundaned it. In time, a massive hamboo forest grew up all acties the plain. A small tribe of Nezumi called the Tricky Whiskers' now makes its home within the bamboo. Many peasants believe the rathings in be responsible for desposing the land in the first place.

YY Yakamo's Heart: During Amaterasu's reign as Sun God dess, this area of the ocean was usually quiet and calm. Since Yakamo's ascension, this sea has been uncharacteristically troubled and penious. Only the most skilled sadors of the Crab and Mantis clans know how to ply its waters safely.

ZZ. Heigen yori ue id Warui (Plains above Evil). This broad expanse of wilderness remains unitouched after a thousand years. Even the wide-ranging Unicorn

haven't sculed here, and Shadowlands creatures seem to fear the area. Many strange ruins jut up from the plains, built by intuman hands an incalculable time ago

> Runors abound about the true nature of the runs, but the most credible attribute them to the Naga who confirm that they could be a failed serilement. It is considered extremely but tuck to even approach the crum bling buildings; most Rokugani refuse to go near them.

AAA, Yugure Yama (Twilight Mountains): Smaller than the mighty Seikitsu mountains, the Yugure range covers the southern half of the ancestral Crab lands. Tough and rocky, the mountains and littered with elaborate Crab defenses against the Shadow, ands. There are many passes through the Yugure, but most are e-ther garrisoned or booby-trapped Wise samurat traveling the mountains first suppurce their presence to the Crab. and then arrive by the Kam pass, one of the few places travelers can move about unmolested

The northern half of the range supports a large number of tea plantstions, and the bulk of the Empires tes supply comes from Crab lands.

BBB. Mattsu Otoko Rengo Hergen (Three Man Alliance Plain): Nearly forty years ago, Scotpion Genera, Bayashi Tomaru led an army of

Scorpious chrough this plain and was defeated by an allience of Wasp, Pox, and Sparrow samurat.

setting a startling precedent of power and interdependence among the Minor Clans.

CCC. Hake no techiban (Tomb of Itechibas): 650 years ago, incluban and his Order of Blood Speakers were put down by the Seven Chas. Inchiban's body was placed in a tomb and his Blood Speakers put to death. Not all the Blood Speakers were captured, however, and so those who entombed luchiban ser traps all through his temb to keep his servants from restoring the evil sorcerer to afe.



Scarpene Class Bestei



DDD: Heiwa and Kaze Heigen (Quiet Wind Plain): Soft winds from the Shimomen Forest blow across the Quiet Wind pia n, and sometimes, haunting music can be heard.

EEE. Mixu-umi no bakura Yuki (Lake of Cherry Blossom Snow): Cherry trees line this lake, and when the blowsoms fail in the autumn, they cover the waters, making the lake look as it it is covered in snow. Many monks and devout smurai come to this lake during the Cherry Blossom Festiva. Bach of the devout sit under a tree and meditate tinn, the biossoms fail from the tree Tradition says that he who sits longest (his blossoms fall last) is the one who is most pure

FFE. Sharot Kin Kawa (White Gold River). The small river that spills into the Lake of Cherry Blossom Snow is called "white gold" because of the white rocks that line the riverbed and the golder, leaves that fall into its waters in the fall, During many fastivals, monks and devon samura can be

found on the shotes fasting and meditating

GGG, Shukufuku Suru Jimen Heigen (Blessed Ground Flatn): This plain received its name when it was chosen by Shinse, and the Thunders as a place to rest during their jour ney in the Shadowlands. A monastery and shrine now stand here to mark their historic journey.

HHH. Kim Taiyo Heigen (Golden Sun Flein): This rich, lettile stretch of land has been declared sucrosence by the Emperor. No farming or cultivation of the land is subwed, and no one dwells here but a few Sparrow bushs whose duty it is to see that the Emperor's holdings remain undisturbed.

III, Kaiu Kabe (Carpenter Wall): It is called the Kaiu Mirstele, perhaps the strongest structure built by man. It stands almost one hundred feet high, reinforced by buttresses and garrisoned by the flercest warriors the Crab Clan can produce Stanted on the northern side of the Last Stand River, it is the Empire's greatest defense against the horrous of Fu Leng

The wall was built over 450 years ago, through a combinetion of shugenja magic and Kalu engineering. A huge Shadow ands army had launched an attack against Rokugan, all looked lost until a young Kun, magician cast a spell upon the river. The waters surged and created preventing any from crossing it. For 73 days she held the spell in plane, while the forces of the Crab built the wall. Many died during its construction and more than a few shugenia sacrificed every ounce of energy to speed up construction, but the waters head. By the time the magician limitly died from the exhaustion, the Crab were ready, and the wall was enough to repel the invaders. Since then, it has been strengthened and built upon. and entire armies have spent themselves trying to breach its walls. It is a testament to the power and reserve of the Crab Clan, and the Hida family has sworn that it will never surrender is up the Shadowlands. Thus far no force has been enough a topple i.

Stand) For generations, the Crab Clan had lost ground against the steady advance of the Shadowlands. It was at this river that Hida Banuken made his final stand against a great army of inspeakable creatures. For months, a single shugenja, Kuni Osaki created and maintained a raging torrent to keep the Shadowlands at bay while Banuken and an army of Crab engineers trased the Great Kaiu Wall. When Osaki is will broke, Banukens wall and army were ready At the beginning of the battle, he swore he would not take a single step back, and since that day, the Shadowlands have been contained

south of the River of the Last Stand,

KKK, Lookout Mountain: A geological angually, this surgular mountain stands directly in the midst of the plains of the Lion. The Kitsu revere the powerfu, kaml within the mountain, and maintain a temple here. On a clear day, almost the entire territory of the Lion Clan is visible from this mountain.

Moon Just to the north of the Crab holdings, the R ver of the Last Stand forks into two. The eastern fork winds its way through the mountains, splitting again before finally entering the Shadowlands. Its waters become dark and stagnant twisted by the corrupting magic around it. The two forks have been named The Black Finger and The Dark Moon by the few Rokugan, who have seen them. Unwholesome plants a resolute of the from their impute banks. Beneath their stagnant surfaces, frightening monstrosities have spawned; not even the one know for certain what dwells within them. No being that has faired into the rivers — man, beast on our — and ever emerged again.

The Black Finger is the furthest and the Shadowlands any Rokugani has ever traveled. Seyond it lie the unknown hor-

rors of Fu Leng's resim-

MMM Kahi as no ho ni as Umi (Wall above the Oceam): The lowest of Rowigant mountain regions, this area defines the border between the Crah and Crane Clans, which makes it a perpetually disputed page of territory.

NNN. Bells of the Dead, Over three hundred years ago, twelve shugenje died on this spot white betting a powerful evil spirit. In memory of the shugenje, a shrine was constructed in the lonely mountains, it is said that so long as the bells ring regularly, the ghosts of the shugenja will protect the moustains.

OOO. Kain Roke (Carpenter Pass): The Kain Pass is the largest passageway through the Twilight Mountains, and the easies, means of moving troops direcigh in Soldiers coming to man the Kain walls always travel through this pass as do the countless individual samurat hoping to test their mettle against the forces of Fu Leng. The road through the pass is wide and well-maintained the Crab understand the need for open supply routes. Many merchants, peddiers, and hucksters frequent the road plying their wares.

The Past has become an unofficial home for those Yasuki merchants who remained loys, to the Crab rather than their new Grane daimyo. Though there are not many. Grab daimyo Hida Kuroda so greatly values the flerce loyalty they display that he is willing to overlook the occasional outbreak of smug-

ging or larceny in the area

PPP. Haikyo sano Kappa (Ruina of the Kappa): Once a strong fortress of the Crab Clan, the Kappa palace fell long ago to the Shadowlands. Now it houses a great goblin city, snabbily rebuilt to ape the style of the original. Dozens of tribes gather here to meet, haggle debate, and fight in a hideous mockery of human society. The goldins claim the great king rules all goblin-kind from here, but the land suthority anyone has ever seen age the squabbiling ribal wathords.

CQQ Kuni Areno (Kuni Wastes): Once conquered by the Shadowlands, the Kuni wastes have been retaken by the Crab over centuries of brutal wasters. It is a flat plain of cracked mud and blowing dust where no living thing wilgrow. The odd Shadowlands creature wanders about, tooking for one travelers to prey upon. The only humans who live here are the mysterious shugents of the Kuni family, who practice their fell arts in seclusion. They live alone in ram-



shackle hans which doe the landscape, and rurely seek the company of outsiders. Rumors abound about the terrible experiments they conduct on the Onl they manage to capture, and the unnatural screams sometimes heard echoing across the wastes lend credence to such speculation.

RRR. Jinshin Sakana Wan (Earthquake Jish Bay): The hay that separates the Crane and Litab provinces has a portentions bustory. It is warmer than it should be, due to volcanic activity occurring beneath the waves. When an earthquake occurs, its water becomes so hot that it kills many of the fish in the lake, cauring great should of dead fish to wash ashere. This has happened only three times in Bokugan's thousand year history, but each time it has happened, it has been an omen to an event of disestrous portent.

SSS. Kano Suru Ana no Pu Long (Festering Pit of Pu Long): When Fu Long was cut from his father's hand and fell from the heavens, he landed here. The resulting crater stretched deep into the underworld, releasing all manner of foul creatures into the world. The Pit is inhabited by the most powerful only in the Shadowlands. It is a wretched tear in the fabric of reality, a rotting hole opening directly to hellish Jigoku itself. The only humans in recent memory who have seen the Festering Pit and survived to tell the tale are Hargotin and Shahai. It is said that if Daigotin met another who was worthy to join his ranks as an equal, they, too, would be taken to visit the spawning ground of all that it evil

TIT Oktwasureru Haka no Fu Leng (Forgotten Tomb of Fu Leng): After his deless at the hands of Shinser, Fu Leng was banished beneath the earth. Soon thereafter, the Forgotten Tomb appeared, the representation of Fu Leng's power on earth. It is said that all the creatures which he gave let to the gotten the organ, the on general private home emerged from the tomb spreading is on the origin and breadth of the Shadowlands. A squat structure of auctions stone, it is decorated with hideous symbols and terrifying a struct depicting the foretald return of the Dark God. Unlike the Festering Pit, no creature is ever found near the tomb, even after Pu Leng's death

UUU. Ship Senkyo no Riku (Tidal Landbridge): The Landbridge is a small strip of turf on the entrance in Warm Springs Bay. At low tide, it is nearly a half-mile across, allowing arge groups of men to pass from one side to the other. At high tide, it is awallowed beneath the waves. Ships wishing to pass through the strait must want for the tide to rise, and both the Crab and the Crane regulate the traffic that passes through it. Both clans have equabbled over ownership of the bridge, but the roding waves have the ultimate authority over its possection.

VVV. Bunya sano Asahina (Pields of the Morning Sun): A great temple to Jurofin has been constructed on the beaches here. All are welcome to come and meditate. Often, prospective doctors and shugenja Journey to the temple to learn the healing arts from the resident munks.

WWW Rained Keep of Pu Leng: This haunted castle's origins are a mystery. It seems to move about the Shadowlands at will, and has a malevolent intelligence. Once a travelet becomes trapped inside, only solving the Keep's endless riddles and tests of bravety affords the possibility of escape

XXX Shima no Koshurryo and Shima no Kino (Island of Spice and Island of Silk): The islands of Silk and Spice are, obviously, named for the two thief exports of the Mantis Clan. They are heavily guarded by the fleet of the Mantis, the largest standing fleet in Rokugan.

TTY. Wen no Assigned Mizu (Bay of Dark Water): Only those who put no stock in superstition cross the Ray of Dark Water. The standard sation superstition is that a city of horrible creatures lies at the bottom of the bay, and that those who dnot throw rice over the side when they cross bring doom and curses on their heads from the creatures below.

BEYORD

Beyond the Northern Wall Mountains there lies a vist expanse of sun-scorched nothingness known only as the Burning Sands. It is a merculess, lethal place, unlike anything in all of Rokugan. To walk the sands is to tisk a horribic death, and it is both feated and respected by the citizens of the Emerald Empire

Over one thousand years ago, the Ki-Kin Clan disappeared into the Burning Sands. They were not seen or heard from again for nearly eight centuries, leading most in the Emptre to believe they had died at the hands of an unknown for or perhaps to the deadly environment itself. During all that time, the Sands were associated with an uncertain death. Even after the Unicorn Clan returned to Rokugan the perception of the desert as a packer of death remained.

About a generation ago, the Scorpion Clan was banished from Rokugan by Kakita Toshumoko, the Emerald Champton of that era, to prevent their destruction for the alleged kalmapping of Emperor Toruri I Many of the Scotpions perished on the difficult trek across the sand. Many more died or were enslaved by the forces of the Senpet, strange folk that dwell far across the desert. This banishment was short-lived however, and the Scorpion successfully crossed the desert a second time to return to Rokugan, their numbers strengthened by many strange and foreign alites who accompanied them.

The Burning Sands played an important role in Rokugan's bistory a third and final time in the last milionnium. During the combined clans' struggle against the Living Shadow at the city of Voltutnum deep within the Shadowlands, a great force of Moto nomeds from fer across the desert rode to the Empire. Uniting with their long separated kinemen among the Unitorn Clan, the Moto destroyed the cotrupted Dark Moto within the Shadowlands, cleaning their family name once and for all. Tribal leader Moto Gaheris went on to become Unitorn Clan Champion, a title that his remained his for decades.

Many individuals have crossed the expanse of the Burning Sauds to make Rokugan their home. Such travelers are often tolerated by the Emperor because they are a curiostry, a singularly utuque experience to disrupt the occasionally monotonous duties of the throne. The Manna, the Scorpion and the Unicorn have all hosted such guests in their provinces over the rentimes.

Despite all of this, the Burning Sands remain an enigma to Rokugan. Even the Unicorn and the Scorpton know only a fraction of the secrets they contain. Dozens of civilizations beyond the sands, all foreign to the ways of the Empire and with their own dishonorable sorcories and practices. The only truth that the clans of Bokugan can be certain of is this the Burning Sands are a treacherous, deadly place where honor means little or nothing. It is no place for samtura



CHAPTER FIVE:

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DEITIES & COSMOLOGY

the universe. They believe that they are not alone in the universe. They believe that countless spiritual realms overlay the world that they can touch and feel fome of these the average person might move through, or touch unconsciously. Those who gain enlightenment are considered to pass two a higher spiritual main. Their perceptions are broadened by their understanding in the same way that a mountain climber gains a greater view of the isnd ground him. Even yet, such individuals remain within the physical world and can affect it normally.

Some of these realms are so different from the mortaworld that they hardly resemble Rokugan at all These reading have their own populations (collectively known as spirits) that accasionally cross through more Rokingan's world. Many times these creatures are so foreign to the physical world that they cannot be affected by mortal weapons. Some spirits (such as ghosts) can pass through physical objects effortlessly. Such creatures can be térribly dangerous given the proper monvation, and an awareness of the limitations of spirits can come in handy. A spirit can arways he harmed by a weapon forged to the realing that spawned it, or by any materia, that exists in midisple spirit reatms simultaneously. Jade and crystal are the only known aubstances that exist in nearly every spirit realm. Magic also transcends the boundaries of reality, and can usually be relied upon to affects visitor from another seelm

Certain splitt realms are said to be close to others. This does not imply an actual physical distance (distance means nothing to spirits) but either a similarity in form or philosophy. Realms that are said to be distant from one another are unlike one another in some dramatic lashion. For those

rare spirits able to pass from one reality to another, traveling hereven close realins is for easier than leaping from one incongruous realing to another. In fact to attempt to do so is to invite one's own destruction, and only the most forehardy spirits attempt to travel in such a matter. In fact some tealins (such as jigoku and Tengoku, are entirely closed to one another, sorbidding travel between them by any means

The Torraka ghosthunters, the foremost expects on the Spirit Resimble occurrented over eight more afficient types of spirits. They have also documented the ten most significant Spirit Realms, though each of these tealms actually encompasses countless smaller shades of feality similar enough in nature that they may be grouped together.

TRAVEL THROUGH THE SPIRIT REALMS

fraveling through the spirit realing is difficult usually requiring powerful magic for those without such a resource, there are a handful of legendary places where the tealing brush against one mother more closely than normal. Those who know what they are seeking can take advantage of these passages, stepping from one realing into the other and leaving the mortal world entirely. Of courts, the dangers one may find by wandering the Spirit Realins may make travelers with they had remained at home?



Creatures visiting a spirit realm may gain damage reduction 10/(jade crystal, or weapon from home realm at the CM's discretion. For spirit exeatures such as on, and ghosts, this damage reduction is already taken into account.

DEATH AND THE SPIRIT マミスレ爪ら

When mortals die, the Kharmic Wheel redistributes their life essences in whatever manner it sees fit. Many times, this amounts to temestration in the mortal realin. Occasionally, this leads to a new existence in one of the other spirit realms

JEALOUS REALMS

Each of the spirit realms has a life and mentality of its own. and some are said to be sealous. These realms tend to be procentive of their inhabitants, and often my to bring outsiders nto the fold. Visitors to a jealous realm must be cautions, lest they find themselves unable to return whence they came

∩תG≘ת-DO

(The Realm of Mortals)

This is the realm which the Rokugani perceive, the land in which humans dwell. To the spirits, this world is alternately as real or ephemera, as any other. Ningen-do is among the most jealous of all realms, and has a particular hunger for the denizens of Tengoku The origina. Karai found themselves trapped here when they fell to earth centuries ago, and many animal spirits have become bound to this realm as well Certain clever spirits such as dragons and tricksters can enter and .esve Ningen-do without difficulty.

Like any spiritual ream, Ningen-do has its share of strange creatures. Zoku, n. ningyo, kenku, sesser kami, ogres, trolls, and bakemone all seem to have originated in this world. It is an often overlooked fact that Naga and humans are not technically natives of Nungen-do. Humans

are offspring of Lady Sun and Lord Moon, so they are actually dentzens of the Colestial Heavens trapped in the mortal would The origin of the Naga also seems to link their race to the Sun and Moon. Neither race gains any special abilities from these divine origins

Close Regims: Chikushudo, Gaki-do, Meido, Sakkaku, Yomi, Yume-do

Distant Realms: Tengoku Toshigoku Meide

CHIKUSHUDO

(The Realm of Animals.

This world is remarkably similar to Ningen-do. Al. ordinary animals exist in Chikushudo and Ningen do simultaneously. When a soul is reincarnated as an animal it begins its path in Chikashudo, Chikushudo is the domain of the greater animal spirits as well as the curious and sometimes destructive hengeyokat his is also the chosen home of Inari, Fortune of Kice

Close Realms: Ningen do, Sakkaku Distant Realms: Jigoku, Meido Known Passages From Ningen do Kitsune Mon. but one must have the blessing of the for spirits to find the way.

GAKI-DO

(The Realm of the Hungry Dead,

This is a reast of punishment for those who lived lives consumed with selfishness or dishonor These spirits are called gaks, and they sive to feed consuming until their hunger is satisfied and they can be promoted to a loss painful existence. They are often quite harmless, but a few varieties of malicious gaki exist. Gaki should be treated with utmost caution.

Close Realms, Jigoka, Toshigoku, Nagen-do

Distant Realms: Tengoku, Meido

Known Passages From Ningen-do: Amaterasus Furnare, deep in the Shadow ands, leads to Gaki-do. However, the path is long and only a truly virtuous heart can survive the flames and enter the land of the Hungry Dead. It is said. that Akodo Ginawas comtade Matsu Hiroru entered this passage seeking to rescue the soul of Don Shizua. The tesults of his noble quest are as yet unknown.



CHAPTER FIV

JIGOKU

(The Realm of Rvil)

Common parlance has caused the name Jigoku to be used as a goneral reference to al. Spirit Realms. Shugenja point out that this is incorrect, and utter a swift prayer to the ancestors asking them not to take offense. Jigoku is a realm of utter corruption. All that exists there is raw, soulless evil. Only souls beyond redemption are east into Jigoku upon their death Jigoku is home to only kensen, and countiess dark things that often escape into Ningen-do through the Shadowlands, where the bordets between the two lealus are fai too thin. Jigoku is the most jealous of all the Spirit Realms, and hates the purity of Ningen-do. The Realm of Evil will not rest until the Realm of Mortals is destroyed

ligoku is home only to oni. All other creatures of the Shadowlands are mere corruptions.

Close Realma: Ningen-do, Gale-do Distant Realma: Toshigoku, Chikushudo

Closed Against: Tengoku, Meido

Known Passages From Ningen-do: The Festering Pit of Fu Long loads directly to the heart of Jigoku, though only the truly mad would wish to go there, and only the truly powerful would survive the journey.

爪玉げつ

(The Realm of the Dead)

This is the realm where spirits go to await reincarnation. It is a domain of waiting — a sad, lonely, gray place. Occasionally, confused spirits allo through the gates to Ningen-do in an attempt to resume their former lives. Though these poor ghosts mean no harm, they can cause much pain and confusion (especially to themselves) if left to wander. This Realm is the home of Emma-O, the Fortune of Death, who protects the souls of the dead and allows them to reincarnate when they are deemed worthy.

Meido is a very jealous realia. Those who set foot in the Realm of the Dead have renounced life and may not leave antil Emma-O permits it.

Close Realms: Ningen-do, Yume-do, Toshigoku, Yomi Distant Realms: Chikushudo, Gart-do, Sakkaku, Tengoku Closed Against: Jigoku

Known Passages From Nungen-do: There are no known ways to reach Meido quickly, other than death.

SAKKAKU

(The Realm of Mischlef)

This spiritual realm is the home of mustra, orochi, and kappa (though kappa often deny it). Its inhabitants are not as numerous as those of other realms, but they possess a solidarity of purpose that its astunding, to put it simply, muchief spirits enjoy causing trouble. A trickster who confuses an arrogant mortal it a happy trickster.

It should be stressed that spirits of Sakkaku are not evil, merely mischleyous. These spirits are indeed unpredictable, but occasionally wise. Those who meet their tricks with equal cumning may be offered friendship. Some Shintso monks tevere trickster spirits, considering them great teachers.

Sakkaka is the least realous of all the realous Lakewise, most other realous have little use for tricksters, and are all too willing to allow the fickse spirits to escape.

Close Realms: Ningen do, Yame-do, Jigoka, Chikushado Distant Realms: Tengoka Known Passages From Ningen-do: The sheer number of mujina in Crab lands suggests there is a passage somewhere, but the mujina refuse to reveal where.

TERGOKU

(The Celestial Heavens)

This realing the home of many Fortunes, the Elemental Dragons, the Sun, the Moon, and other divine entities. Tengoka is a tealm of exquisite inajesty. Mortals are tarely allowed to petceive Tengoku, though it is said the True Emperor can see this realm at will. Like the greater Kami, inhabitants of Tengoku, sparkle with the majesty of the heavens, and are thus are attractive additions for any realm. Visuous of Tengoku are particularly vulnerable to being claimed by jealous realms should they stray from home for long.

Close Realms: Yume-do

Distant Realms: Ningen-do, Gakı-do, Sakkakı

Closed Against: Jigoku

Known Passages From Ningen-do: All of the Oracles bear a connection to an Elemental Dragon, and thus can open a passage to Tengoku. If the Oracle's Dragon is not willing, no passage opens. Needless to say, the Oracles do not bestow this honor on the undeserving.

TOSHIGOKU

(The Realm of Slaughter)

When a warrior dies in senseless bettle, or penshes consumed by rhoughts of revenge, his soul is cast into Toshigoku. Toshigoku is a world of endless bettle, where spirits kill other spirits only to rise up and kill again. Fortunately, Toshigoku does not border closely with Ningen-do, for its inhabitants are a cruel and savage lot. Instances of spectral armies destroying caute towas are. In fect, visitations from Toshigoku.

Close Realms: Gaki-do, Meido Distant Realms: Ningen-do, Jigoku

Known Passages From Ningen-do: Any site where senseless carnage occurred on a grand scale is a possible passage in Toshigoku. Such places should be avoided less the spirit armies appear and destroy all foolish enough to stand in their path

NOMI

(The Realm of the Blessed Ancestors)

Those who have fulfilled their destinies and sharms are allowed to enter into this realm upon their death. You'll bordets very closely upon Ningen-do; the blessed ancestors walk alongside their descendants and guide their every action as sharps — guardian spirits.

Shiryo are easily identifiable by the healthy golden glow that suffuses them. The armies of spicits that emerged from Oblivion's Cate preceding the recent War of Spirits were, the fact, shiryo.

Glose Realms: Ningen do, Jigoku, Meido Distant Realms: Sakkaku, Chikushudo

Known Passages From Ningen-do: The Kitsu Hall of Ancestors is more closely linked to Youn than any other sate in Rokingan.





YUME-DO

(The Realm of threams)

this is the only realm that ordinary mortals regularly perceive. While sleeping, human minds wander this world. The shryokal, predatory harbingers of nightmares, and the baku, mysterious but often ne.pfu. eaters of dreams, both originate in this realm. The Naga Akusha is believed to exist somewhere in the Realm of Dreams, 18thich the Nexusu World of Dreams, is also believed to be related to Yume-do

Glose Realms: Ningen-do, Tengoku, Meido, Sakkaku

Distant Realing, Toshigoku

Known Passages From Ningen do: All one must do .o enter Yume-do is to dresm.

THE SEVER FORTURES

The worship of the Great Fortunes is the ordest facet of Rossigani religion, and was practiced before the fall of the Kami to Ninganido. This style of worship is thought to have originated in the great, lost city of Gisei Toshi, which was built and main tained by the sorderer Isawa and his tribe in what would one day become the holdings of the Phoenix Clan The exact form of worship was actually known as the way of the gods, and referred to the Thousand Fortunes, a name that included the Lady Sun and Lord Moon, the Seven Fortunes, and the inyriad of other fortunes that included every rock, river and grove in the Empire

The Seven Fortunes are the most powerful of the Thousand Fortunes aside from Lord Sun and Lady Moon. They are universally recognized and accepted as the most powerful entities in the Rokugani belief system that at I take an active role in the affaits of the mortal world. However, it is also accepted that they transcend the mortal world, intervening extremely surely and only when it suits them to do so. Worshiping the Seven Fortunes is a show of respect rather than a hope for

Because of their importance in the Celestial Pattern, the Seven Fortunes are worshiped throughout Rokugan. Cities of any significant size contain temples to the Seven Fortunes, most with monks that maintain and care for the shrine This is necessary because of the constant stream of worshipers, both peasant and samurai, who pay their respects to the Fortunes on a daily basis. Those villages not fortunate enough to possess an order of monks to maintain the temple must do so them selves. Perhaps surprisingly there is never a shortage of workers to care for the temple, as it is considered a great show of respect and thus is good linck for the individual in question

Images of the Seven Fortunes are a ways drawn in two different styles. When all is well and good fortune abounds, the Roki gard pay bomage to images of the Fortunes in their peaceful aspects, reclining upon a pillow or perhaps streaking across the sky in a golden chariot. If there is strife suffering, or thecord, however (such as the prospect of impending doors, the altermath of an eastinguake, or the mides of a period of famine), then the Fortunes are represented in their wrathful aspects. Wrathful Fortunes are typically depicted with black skin and blazing red eyes, often wielding gigantic deadly weapons. There is at least one Empire-wide holiday devoted to each of the Seven Fortunes. These celebrations are a part of the Celestial Order, which marks the passing of time and the proper observances of the years. This includes such around hallmarks as the harvesting and pranting of crops and the festivals of blossoming. In ateas where a particular Fortune is revered over others, there might be multiple festivals or celebrations held in his honor Cities throughout the Crane Clan lands, for example, generally hold additional festivals in honor of Benten and Darkoka. The Crab Clan, conversely considers Bushamon the more important Fortune and wor ships him accordingly. Farmers and other members of the heimin class, regardless of their location, tand to lavish mote attention on Ebisa.



THE LESSER FORTURES

While the Seven Fortunes are considered powerful and celestial beings very much removed from the world, the lesser Fortunes are considered an integral part of that world. Each object or thing in Robugan, be it a took, stream, sword, tree, of hill, has a spirit within it, and that spirit is deserving of respect. A farmer who cuts down a tree for firewood gives a prayer of thanks to the spirit of the tree for providing his family with warmth and protection from the winter cald. These lesser nature spirits are known as the mikokami

The mikokami play a considerable role in the daily lives of the citizens of Bokugan. They are considered much more accessible than the Sewen Fortunes and it is not uncommon for the beating to make offerings to them in hopes of receiving their favor. In coastal villages, for example, the fisherman leave offerings to Suitengu, the Fortune of the soa, in hopes of a plentiful haul of fish. Villages within the Unicorn Clanboid-



ings, on the other hand, might instead pray to Koshin, the Fortune of loads, for a swift and safe fourney. If the event in question is of considerable significance, such as the beginning of the fishing season on a coastal village, then an entire festival inight be scheduled.

restiva a in honor of the mikokami tend to be more specialized and local affairs than the national holidays in honor of the Seven Fortuner. They are usually conducted with a specific outcome in mind, such as the hope of a bountiful harvest after a festival in honor of Inar-Fortune of rice. Before the festiva. begins, a shugenia or monk preyares and blesses a shintai, a statue to the form of the kami, and invites the Fortune to enter it. This allows the mikokami to be present and avolved in the festival go that they can see the honor bestowed upon them by their

There is a difference, although a restively minor one, between the more powerful mikokami that are considered lesser Fortunes and the nature spirits that inhabit everyday objects. In essence the lesser Fortunes are more powerful influentia miliokam, that have gained greater power over a particular domain. A mikokami might hold power over an entire rice field in a particular village, but

List, the Fortune of Rice, is in all such fields all throughout the Empire. While a farmer planting his individual field would pray to whatever mikokaminhabits it, a festival for the harvest of all a vihage's fields would be directed to Inar. since there are many fields applied.

THE KAMI, THE SUN, AND THE MOON

The universe began with Nothing, and through feat, desire, and regret Nothing created the world. With the creation of the world came the birth of the Three Gods Whose Names Cannot De Spoken, who recognized the need to bring order to the world and created Onnotangu (Lotd Moon) and Amat casts (Lady Sun) to do so.

The children of Lady Sun and Lord Moon were the Kath.—Hida, Doji, Togashi, Akodo, Shiba, Bayushi, Shinjo, Fu Leng, Hantei, and Ryoshun. Onnotangu feared that his children would grow too powerful and destroy him so he chose to devour them. Horrified, Amaterasu tricked Lord Moon into eating a stone rather than the young Hantei, and put the mighty god to sleep with drugged tea. Lord Moon slept for

many years, and when he awoke he found Hanren now full grown and prepared for battle, ready to face him. Hanren cut open his father's atomach, spilling his brothers and sisters so the earth below. Only Ryoshun, who died within his father's atomach, never fell. Lord Moon reached out for young Fu Leng, but Hantel severed his father's hand As Fu Leng fell, he grabbed Hantel as well, causing all of the surviving children of the Sun and Moon to fall to the world below.

When they touched the earth, the Komi lost much of their divinity, and were unable to return to the Heavens. Instead the Kami chose to remain to Mingen-do and lead the scattered human tribes they found there. A great contest between the Kami resulted in Hantel's victory, and his coronation as the first

E.ape.or Fu Leag was not present at the contest, having faller, far ther than the other Kami, piercing the veils between the spirit realms and landing in Jigoku realf

As might be expected, all class pay homage to the Kamithat founded the clan this is closely related to the practice of ancestor worship, described below. Family shrines are typically devoted not only to the founding Kami, but also to legendary members of the family as

well. A family shrine in the Akodo lands, for example singht revere not only the great Akodo himself, but also the fallen champion Akodo Aresou and many other heroes of the family's past. This is not considered disrespectful nor a lessening of the shrine's devotion to the Kum. Instead it is a way to revere the Kum and those who have Lved up to their legacy. By praying to the spirit of Akodo Arasou, a Lion samura also honors Akodo himself.

Reyond the borders of a clan's holdings, the Kom, associated with that clan is not often worsh ped except by traveling samural of the clan or by monks. Aids, for example, is not worshiped in the kinds of the beorpion or the Crane, although those clans are very careful never to disrespect the Kami's memory. To do so, even during wartime, is to risk the wrath of the Heavens and is generally considered foolishly agrogant. Hanter on the other hand, is revered throughout the Empire. Even those who find fault with the Son of Heavens descendants cannot deny that Rokugan might never have come into existence at all without his wisdom and guidance. There is at least one shrine to the Hanter line in the passe of each clans ruling family.

In addition to being myoked by their descendants and kinsmen, the Kami are also often invoked by those who wish to succeed in an area where a particular Kami excelled Attisans, for example often invoke the name of the lady Doll or, less frequently. She has both of whom were renowned for their appreciation of and skill with the arts. Likewise, Hida might be called on for strength or endurance, or Bayushi for guile.



Wot Zoon Ninja

Again this is most common among members of a given Kami's Jan, but not excusive to it

Worship of Ryoshun is quite different from worship of the other Kami. Until a few decades ago, during the Battle at Oblivious Gate, the Rokugani were imaware that Ryoshun existed. For centuries he had protected the R ft — the houndary between Yomi, the realm of honored ancestors and Jigoku, the hell shiteaim of corruption. After the gates to Yomi were opened during the struggle between the clans and the Lying Darkness, Ryoshun's spirit moved to Meido, the realm of the dead. Ryoshun is now recognized as the guardian of the afteritie, and many pray to him after the death of a relative that he might take them and guide them to their place in the next world.

FU LERG

Of all the Rami, Fu Long was arguably the most powerful. The dark powers of Jigoku twisted and corrupted him, but

bestowed dark powers upon him which the other Kami could not comprehend. Twice in Rokugan's history, the forces of Fulleng-have come precariously close to overwhelming and destroying the Emplie, temaking it into a foul and rwisted mockery of its former self. Both times, the dark god was defeated by mortal men, but only by the narrowest of margins. Even now, after his death, his name is hated and feared, and rarely spoken aloud.

It goes without saying that Fu Lengus not openly worshiped as are his brothers and sisters. His power is certainly recognized and it is influence is all too evident in the danger of the Shadowlands to the south of Rokugan. He is cursed by the bold, but most prefer not to speak his name or think of him, feating his power even beyond death itself

Fu Leng is, however, still worshiped in Rokugen, albeit covertly. There have always been cults devoted to the dark powers of the Shadowlands throughout the history of the Empire. Some of these possess a full knowledge of their adegiances, such as the maho-tsukai who are essentially priests of Fu Leng, others deay the une scope of their practices, such as the Bloodspeakers. The Bloodspeakers make use of maho and various dark rituals, but believe that they do so in the name of their master luchtban. In the end, however their actions serve the dark lord of the Shadowlands just as any other maho cult might

Worship of Fu Leng involves the spilling of blood and the corruption of the spirit. There are few other requirements. Anyone willing to fulfil the wishes of the dark lord and receive a fraction of his power is welcome to call upon him. The kansen spirits that serve Jigoku are willing and able senses who can teach make to even the most juded and foolish individuals.

ARCESTORS

Of all the spiritual and heavenly entities found in the Rokugam belief system, ancestor spirits are by lat the least powerful. They are also however, the most active. The spirit realm of the ancestor spirits hes very close to the mortal world, and at is easy for ancestors to move into the physical realm so long as they have an anchor their descendants. With their descendants as links to the physical world, ancestor spirits can vicariously expedence a hint of the sensations they once knew in life.

Ancestor worship is not remotely altorganized religion. While all Rokugam recognize and appreciate the importance and affluence of their ancestors, building shrines to them and paying them homage as appropriate, there are no centralized tempies no docurine, not even monks solely devoted to them instead ancestor worship is a unique and individual practica, with each family honoring its ancestors in its own way. Some choose to honor their ancestors by rainying items sacred to them, such as a lock of hair or the dagger that they carried with them at all times. Differs attempt to emulate their ancestors completing their antimished business in the mortal world.

All families in Rokugan, regardless of caste, maintain shrines to their ancestors. This is as true for the Emperor as it is for the poorest farmer in all the Empire. Each branch of a large family, such as the Akodo, maintains a separate shrine to its own specific ancestors as well as to the Kami Akodo himself. The Islame vassal family of the Crane might have a surfact devoted to Islame Retsu, the family's founder as well as many

prominent heroes of the Dojt, from whom the Tsume are an offshoot. (See page 120 in Chapter 3 for wastal families.)

The Rokugari worship their ancestors not only to receive guidance in their own lives, but also to faultiate their ancestors journeys through the afterlife. The Rokugani believe that the souls of the dead must first be purified of their sins before moving on to either reincarnation or eternal rest in Youst, the realm of the ancestors. By praying for them, Rokugani can ineviate their ancestors suffering and basien their trip through the underworld. These prayers are often directed at Emma-O, the judge of the underworld, and juzo, the formes of mercy.

SIRS

"Do you think these things just happen? No. A suited crop, an endless storm, or a drought is the vengeance of the Fortunes upon the anworthy."

- Minimoto Rosenjin

When the universe was new, there was Nothing. Nothing came before even Lady Sun and Lord Moon, and Nothing was all that there was. It is said that from Nothing came the first Three Suns, and they are considered the most basic sins of Rokugan. Nothing was afraid, for it was the only thing in the universe, and it despaired. Fear is a ain because it drives men to do shappeful drings. All that separates man from creatures is his ability to control his fear.

Soon, Nothing longed for a companion. From Nothing's aching emptiness came the sin of Desire. Desire created half of the universe, made heavy by the pain felt by Nothing, and the form of the world began to appear. Desire is a sin because it pispires same trait of disobey their one duty in life—to serve their lord. A guard who desires more than his simple station will grow late as he focuses on things other than his duty. A samurat who desires love will defy honor and damyo to gan what he seeks.

After Nothing saw what its desire wrought, it regretted what it had done, for it was unexpected. The weight of Nothing's regret formed the rest of the universe, and set into motion the events that would create both Sun and Moon. Seeing that it was losing itself to the creation it had caused, Nothing retreated into the blackest recesses of the universe. Regret is a sin both because it leads to the other two sins, and is also the sign of a weak mind. Regret can cause a man to question his lord, to fear for what he has done, in to desire another path. It also leads to doubt; a feeling that has no place in the heart of a samural.

Alongside the three major sins are two others that are the creation of the Heavens - the Taint and becoming unclean. The Taint is a sin because it is contact with the realm of Fu Leng, and a sign of his influence. Taint is an obvious corruption of the Celestial Order, and even pure souls who have been touched by the Shadow, ands are in danger of losing their soul to the fires of ligoku. There is no known cure for the Taint, though there are ways to cleanse a Tainted coul preparing for death. Seppuku is generally the answer for such an affliction, and the monks of the Brotherhood of Shinser, cleanse the soul for its journey to the afteriffe. Many Crabs choose to spend their last moments fighting against the Shadowiands instead of giving up their mortal lives, and those from any clan who choose to do the same are always welcome on the Wail.

Uncleanline to is a major sin, but perhaps the least of the five described here. Those who are of the samural caste are in a place in the Celestial Order that separates them from dead flesh and other unclean materials. Dead flesh is properly handled by the eta, for that is then place in the Order. If a samural touches dead flesh, he has violated the Celestial Order, and is unclean. In a society where transgressions such as these go against the gods themselves, being unclean is very serious indeed. However, it is the least of the major sins because it is the easiest to atome for. Certain types of moderately dishonorable conduct can also leave a sumural in a state of uncleaniness, depending on the situation

ZONANZS

"The Heavens do not forget your transgressions. They are eternal, and only forgive those who ask for their limitless mercy."

- Toturi Secaru

There are hundreds of Fortunes, and countless ways in draw each Fortunes disfavor. Peasants have endless superstitions on how to avoid the wrath of each of the Fortunes, or how to regain their fivor once they have been angered. The peasants do not realize that not all Fortunes are warching everyone all the time, and sometimes they couldn't care less about humans behavior. When they do become angered, their disfavor can be demonstrated by a broken pot — or a sudden plague. While the Fortunes rarely inseract with humanity in such a direct manner, most mortals do not want to be the subject of the story a monk relis generations from now, warning of the Fortunes' weath

Amoning for a transgression against the Fortunes is simple enough, once the proper ritual is known. The main complication is that each Fortune has different methods by which he or she wishes to be contacted, depending on the suppliant's request. While the Phoenix and the Brotherhood of Shiuser keep detailed terms on these matters, it is not likely that every Phoenix home or Brotherhood tempte will have all the answers a samurar seeks. Eventually, the task should be a simple matter of tracking down the correct information (those who have Knowledge (Arcana) or Religion will generally have a good idea of what to do or whom to talk to) and performing the ritual.

In contrast, peasants do not necessarily have access to even the welcoming temples of Shinsei. They therefore have had to invent their own ways of appearing an angry Fortune. These methods generally run from the nonsensical to the wild, but the important thing to remember is this—as peasants are mostly ignorant of the true workings of the Fortunes, sometimes they lay the blame for a simple bad harvest on their lord Sirely, if he were a pious and contect leader, disasters would not happen! While most peasants simply grumble under their breath about such matters, sometimes these grumblings turn into a full-fiedged peasant revolt.

Atoning for sins against the Celestial Order is simple matter—the more common sins have simple rituals and prayers to right the wrongs a samural may have committed Often nimes, simple prayer in a temple or the family shrine is enough to purge the sin from a soul if the sin bears greater a sale the properties of the great of the properties of the great of the properties of sepoular, but it is the cleanest way to crase the stain of sin.



Though others may still speak of a transgression after a samurat has performed a ritual of purification, it is considered improper to even speak of a matter that led to seppuke. Those who continue to speak poorly of one who paid the ultimate price for his sin tread upon the lare of blaspurmy diemselves.

DRAGORS

"To see into a Oragon's eye se to see the dopth of the cosmosi to near ste words, to near the limitless wisdom of the Heavens. They are more than simply the embodiment of the primal forces—they are the universe itself."

-- Altoda Kaneka

There are seven Dragons in the Celestial Heavens, all of which represent part of the universe's foundation. The five Elemental Dragons are the best-known, and they are joined by the Celestial Tragon and the Thunder Dragon to hold the world together. They represent that which is both pure and holy of their element, and are said to be more powerful than the Fortunes themselves.

The Blemental Dragons are tied more closely to Rokugan than are the other two. They were created with the universe, as the primal stuff of creation slowly formed into the five basic elements. These Dragons moved among mortals ween the Colestial Heavens was much closer to the earth, and took great interest in them. The Dragon of Fire was taken with how the humans could perform great feats of inner strength and inspiration. Barth and Water talked to each outer, speaking of how the mortals were strong in body and apirit, able to tame the land Sun and Moon had given them. Air saw how the kumi that surrounded the Empire loved these humans, and did the same The Dragon of Vold stood apart, conferring with his coutan Togashi (the founder of the Dragon Clan) shout the mysteries these mortals would a plock with their canny minds and unconquerable souls.

Lady Sun and Lord Moon soon worried that the interference of the Dragons (atong with other Celestial figures) would overwhelm the Empire. They decreed that the Heavens would be lifted for away from the earth, and the Celestial Dragon was created to both hold the Heavens aloft, and serve as a messenger between the two realms.

Finally, when Shiriset called forth the mortal champions of the Emptre to do battle with Fu Leng, the Dragon of Thunder was first seen in the heavens, and her cry of birth shook all of the land helow The Ibi nder Dragon represents the strengtof a mortals soul, and the voice of the Heavens calling down to earth. Those favored by the Thunder Dragon are said to be completely without feet and unstoppable in combin.

The Dragons reside in the Celestia. Heavens, also called Tangoku. On rare occasions throughout history, the Dragons have guided mortals to their home in the Heavens. Because of this, many refer to this place as the Dragonlands, throwing a sits own realm. Only the Thunder and Celestial Drago is directly interfere in the affairs of mortals very often. 'Often' we a Dragon is once or twice every hundred years, the Dragons sometimes appear to worthy mortals who ask for their guid ance, or charge them with a duty from the Celestial Heavens. The Hiemental Dragons choose to affect the mortal ream through their Oracles and by sending mortals dreams or visions. For more information on the Dragons and the Oracles, see Chapter Two.

The Dragons themselves are the lords of the Celertial newens, just below Sun and Moon. They hold resulty together with their very existence, in the pattern Amatersau (Lady Sun, and Onnotangu (Lord Moon) created so long ago. They usually so and think independently, though they view one another as tamily. Buth Dragon is the embodiment of its Element though they can appear in any forms they choose.



CHAPTER SIX:

HISTORY OF ROKUGAR

In the cake of two dournation of , a shoma Libraria. I imperer Foliari, was commanded that their vast histories be reconstituted for the Empire Through diligent insparch on my part and greatly relying on the accounts of thoma Hillard and Kunidon, the will of the Emperor has been escented. I have further endeavoyed to include all dates of alore ment history following two destruction of the Libraries in order to restore the complete history of Rokingan to its fuel sprender I see my hand diving the thirtieth year of the reign of Totari I, the Splendin Emporer.

- Miya Hatori, The Impecia. Histories

PRE-HISTORY

Before the full of the Kami before the nico man there were others. The oldest divilization known to have existed in the land now called Rokugan was that of the Naga, A fact of mystical, pacifist serpent-men, the Naga's great civilization spanned the far western reaches of the modern Empire. Their history was marked by conflict of course but following their own struggles for supremary and a got with the mysterious Ashalan from across the desagn, the Naga established a peaceful and philosophical society that reigned for many centuries.

The Noge entered sh enchanted shumbers of that their dying race would stire with combatch unknown future enemy. In their wake came other civilizations. The greatest may have been that of the Nezumi shown to modern Rokugani as Ratungs. The Nezumi profess to have had a vast empire of their own, one which conquered the kingdom of

the operation of the Whete the Shidowands are today. At he ich man production relies to the lever that the abortion is given in the Fulleng might eyer have been civilized creatured lipte is some evidence to support the Nexumi's assertled. Whatever the truth may be, both the civilization of the Noxumi and that of the ogree was destroyed with Fulling's fall from heaven over a millennium agosachough both paces exist to this day.

At least one other Wiltzerion existed prign to that of mulkinds the troll. Whe her created by at merely corrupted by Fu Leng the trolls nevertheless forged a considerable kingdom throughout the Shadowlands. This kingdom bowed to the rule of the trolls, survived the reign of the Negation, was incorporated into the dominion of Fu Leng, and Prin ly was shartered during the rule of Hida Isano-Wo, child of Hida himself, who led the Crab Clin to a victous was against the trolls. Remnants of their civilization still enter however such as the dark fity Volturium, sits of the Batile of Oblivious Cate

FIRST CENTURY

CALERDAR, OR "IC")

Fall of the Kami: Established pre-calendar
The fact of the Kami mark, the beginning of time and the
separation of the Gelestial Heavens from the would of
Hanterend his siblings.

The early tribes of Rokugan formed before this date, which may seem apocryphal: mortal men formed from the blood of Loril Moon's wounds and the tests Lady Sun shed after their children's fall. However, the ways of divinity are unknowable, and none can truly say how long it took for the Kami to fall.

One note overlooked for many centuries was the death of Ryoshum, the Tenth Kami. Ryoshum never fell as his siblings did but died within his father's stomach. Ryoshum's spirit passed on to the Rift, an area of existence between all the Spirit Realms. He remained there to guard the spirits of the dead for all eternity.

Early Events

Lost Giser Toxhe, the society Phoetics Clan city, is established tramediately after the fall of the Kami. This city, now thought destroyed by al. but the Phoenix who swell there behind walls of illuston and misdirection, remains the earliest sign of "cultured" human habitation after the beginning of time, Historians designate this, the carliest event in Rokugan's history which can be assigned a date, as the year "1."

Coronation of Hantet!

Following a tournament between the Kami (excluding logashi, Fu Leng, and of course Ryoshum) the Hapter is determined to be the most worthy ruler of Rokugan. At the end of the tournament, Togashi speaks words of prophecy: "When the last Auodo falls, so falls the last Hames."

The War Against Fu Leng and creation of the Shadowlands

Shortly after the fail of the Kami, waves of corruption issue from the restering Pit (the place where Fu Leng hir, and sank beneath, the earth) and taint the southern ands of Rokugm. The armies of the Lost Brother swarm across Rokugan, destroying all in their path. The servants of the Hanter fight valiantly for decades, but find that they are slowly losing the war.

The Tao of Shinset transcribed: year 42

A strange little man arrives in the court of the Hauter, promising that he can give the Kami victory over the armses of Fu Leng. First, however, he gains audience with the Kami themselves, and speaks to Hauter at length. Shibs copies down the little man's wisdom dutifully; this text lanet becomes the Tao of Shinsei, the foremost religious text in Rokugan.

The Day of Thunder year 42

When the war looks bleakest, Shinsei gathers one morral from each of the Seven Great Clans, Huda Atarasa, Doji Konishiko, Mirumoto, Matsu, Isawa, Shosuro, and Oraku join Shinsei on a journey to the Shadowlands to deleat the fallen god Fu Leng. All of the Thunders die there, save one

Death of Shiba: year 42

After the defeat of Eu Leng, the Kami Shiba journeys into the Shadowlands in search of Shinsai and the Thunders Shiba is mortally wounded slaying the First Oni, but ensures that Shostor returns to the Empire alive,

Shosuro's Return, year 42

Kalat Agent

The only surviving Thunder, Shosum, returns from the Shadowlands with the Black Scrotts which the Thunders had used to bind Fu Leng. Shosum survives her journey only by making a pact with the Lying Darkness, and Immediately thereafter casts off the persona of Shosum to become Sosh, founder of the Scorpan shugenja family.

Shinjo's Exedus, year 45

Will the wax against Fu Leng now effectively at an end, the Kami Shinjo determines that she must leave the Empire and explore the world to better prepare the Empire for its dangers. Three families of her K. Rin Clanthe Otaku, Juchi, and Ide choose to follow her Hantel gives Shinjo one of pair of magical mirrors created by Shibs and Isawa, which will allow Shinjo to communicate with Hantel even while in distant lands.

Death of Hantel, year 45

Crippled by a lingering injury suffered in the War Against Fu Leng, Hanter spends the last months of afe bedneden. Unable to carry the news of victory to the Empire, Hantel charges a boy named Maya with bringing the joyous tidings to an. Shortay afterward, the Son of Heaven closes his eyes and dies, content with what he and his brothers and sisters have done. Many believe that Hanter simply tired of mortal existence and rejoined his mother in the Ceresus Heavens.

Crowning of Hantel Genja year 45 The Emerald Throne stands empty for

brief period of mourning while the Empire recovers from the war and the loss of the Son of Heaven. Huntel Genji, the first son of

Hantei, is crowned Hantei II five months after his father's death, thereby setting a precedent for inheritance by the first-born. Genji, the Shining Frince, is responsible for most social traditions of the modern Empire. Genjis reign lasts over two bundred years, the blood of the Kain, Hantei strong in his veins. He matters a Duji wuman, beginning the tradition of the Hantei Emperor taking a Crane bride

Birth of Hida Osano-Wo: circa year 48

Osmo-Wo, second son of the Xami Hida and offspring of the Thunder Dragon, was born in this year

Hida steps down as Champton of the Crab year 63

Though Hida is a powerful Kami, he recognizes many traits in his son Osano-Wo that he lacks, in particular leadership and charisma. Particularly impressed by his son's great triumphs



against the tro.ls, Hida steps down as dainiyo of the Crab Clan to bestow the maintle upon his son. Hida thereafter frequently leads large groups of specially selected samural on brutal strikes deep into the Shadowlands, trips which sometimes last up to a year

The Phoentx Clan find Uikku, the Screne Prophet circa year 72

Ulkku, the propher of Shinset's Tao, is a young child cursed with the gift of prophery. His ravings are atternately inspiring and haffling, but many of them involve the future or interpretations of the Tao. The Phoenix take him into their custody and dutifully transcribe all of his pronouncements. Although Uikku was young and seemed disconnected from the worldhis understanding of the Tao was legendary, and his prophetics amaze scholars with their accuracy even today.

Mantis Clan Founded, circa year 80

Osano-Wo chooses to arknowledge his illegidinate som Kenzan as his heir rather than the legitimate Kaimets 1-100. Though relations between Kenzan and Kaimetsu-100 are not hostile, Kaimetsu-100 eaves Crab lands to pursue his own desting. He finds it across the seas of Rokugan on the islands he names the Isles of Spice and Silk. His followers call thamseives the Mannis, though they are not yet acknowledged as a clan. (In fact, the very idea of Minor Clans is a precedent that has not yet been established.)

The Crystal Prison created, year 52

The Scorpion Thunder Shosuro, after passing through a dozen different faces and identities, has begun to realize that her mind is no longer her own. Fearing the influence of the darkness within her, she surrendess herself to the Kam. Togashi for help Togashi cannot save her, but he creates a crystal puson deep beneath Kirt den Togashi to contain the danger she represents. Shosuro allows herself to be confined

Disappearance of Bayushi year 83

The First Scorpton is said to have left behind his mask and sword for his son, with a note reading "I have lost her forever," before vanishing completely.

Death of Uikku, the Serene Prophet circa year 90

Fox Clan founded, circa year 90

Some members of the Ki-Rin Clan remained behind when Shinjo led her people out of Rokugan These, who would become the Fox, are ousted from their ancestral lands by the Lion They are granted new land in Mori Kitsune, a family hame (Kitsune), and a Minor Clan of their own The Emperor forbids the Great Clans to war upon them, establishing the precedent by which Great Clans to ay not initiate war with Minor Clans.

Hida Osano-Wo murdered: year 97

The Champion of the Crab is murdered by an unknown assassin. His father, Hids is missing in a long expedition in the Shadowlands, and with the powers of darkness on the rise Osano-Wo's son Kenzan is reflectant to abandon his post. Instead, he sends a message of distress to his half-brother who leaps upon the chance to avenge his father. Hunting the traitor to Phoenix lands with a fleet of Mantis sailors beside him Kametsu-uo strives at the doors of Shiro Shiha use. If When the Phoenix refuse to open the gates, Kannetsu-uo cries to his father for vengeance. Thunder toors and a stroke of lightning blasts open the gates of Shiro Shiha. The Phoenix quickly back

down and agree to assist the samurat who so clearly acts on behalf of the elements themselves. The traitor is released into Kannessi-ness custody and painfully executed.

Shortly thereafter Phoenix scholars request that the Hantel grant the status of Fortune to the departed hida Osano Wo. Osano-Wo is thereafter the Fortune of Fire and Thunder

Death of Akodo: circa year 99

While surveying the construction of the Hall of Angestors and the Ikoma Libranes, Akode One Eye is caught thrawares by beasts of the Shadowlands. The monsters make their way through the Shinomen Forest, preparing to attack the fledging Empire. Akodo stands against the horde with a hundred of his men, and meets his enemy in what was once the Setk itsu Pass through the Spine of the World Minintains. When the battle seems lost, Akodo cads out to his mother, the Sun Goddess, to witness how brave men died. As the advancing Shadowlands beasts reach him, Akodo's mighty roar collapses the pass, bringing down a mountain upon him and the enemy

Kuni Nakanu notices Taint on corpses: circa year 100 The Grab Clan began studying the signs and effects of the Shadow ands Taint as early as a century after the Empire's founding. Their scholarly research has saved many lives, and the information they have been able to discover during the thousand years of peace have been truly remarkable.

SECOND CENTURY

(101-200 IC)

Reported Death of Togashi, year 101

When Doji travels to the land of the Dragon clan to visit her brother Togashi, slie is turned away at the gate. This was the first news of the death of the Dragon Kami

Disappearance of Dojl, year 102

Lady Dojl is wracked with depression after watching the mortal world shift and change as she remains constant. As she has never been close to her sole remaining sibling. Hida, Dojbegins to feel a one. Consequently, Lady Doji imparts her final wisdom to her son Nio and walks into the sea, never to be seen again.

Creation of the Badger clant circa year 110

The Badger Clan, one of the smallest of Rokugan's Minor Clans, is created to guard the northern passes of the Empire

Book of Sun Tao written: circa year 145

The origins of the routin known as Sun Iso are open to speculation, but he is generally believed to have written his treatise on warfare during this period. The writings of the rouning eneral are valued as greatly as the observations of Akodo himself, sometimes even more so. Original copies of his manuscript are among the most greatly prized treasures in Rokugan

Emerald Magistrates and Emerald Legions founded, year 153

Expenenced mattery officer Dojl Hatsu and skilled courner Soshi Sarbankan began to draft methods by which quality soldiers could be conscripted and magistrates could enforce the law of the Empire. Hatsuo and Sarbankan soon devise the framework for the Imperia. Legions and the Emerald



Magistrates, respectively. The new system guarantees that the Emperor's legions and magistrates will work closely, with powers that complement one another without being excessive. This system persists without radical change to this day.

The first mention of the Naga: circa year 200

A Crab named Kaiu Sudaro loses his son in the Shinomen forest. The boy is apparently saved by creatures with great snake tails and human bodies, one of which calls itself "Mara," By all accounts, this is the first notation in the Empire of the Naga, who soon become a deeply Linegrated part of Rokugan, myth and legend

THIRD CERTURY

(201-300 IC)

Disappearance of the Kamı Hidai year 210 (traditional date)

In the year 210, the aged Kami of the Crab takes up his tetsube, announces his intention to seek out his los. son, and departs into the Shadowlands. He is never seen again.

Invention of koku: year 243

he system of exchanging items of worth for goods or services existed long before the Crane Clane Yasuki Tanaka, but it is he who designs the koku as it is recognized today. The koku's design features the kenji of the Fortunes on one side and the Kami on the other Though they are simple and recognizable, Tanaka's coins confound most attempts at forgers. When the Emperor inquires as to the nature of the strange little coin (which was, at that point, used exclusively by the Crane) Tanaka gladly provides the Emperor with his dies as a gift

Death of Hantel Genit: year 247

Like his father, Genji is said to have ascended into the Gelesrial Heavens upon his death. The latter part of Hantol Canji's ride sections Shinnesson and its philosophy of Shinnes in the Empire, although it will not become widely popular until later in the history of the Empire.

Death of Isawa Akuma year 283

This important date correlates directly with the first emergence of the Oni Lord Akuma from the Shadowlands. On, the deinous of the Shadowlands, gain great power when they steal a name from their summoner. Akuma, one of the most powerful of all Uni, stole his name in this year from an Isawa shugenja who paid the price for ambition.

HTSUO7

(301-400 IC)

Beginning of Nezumi-Crab Alliance; year 314

This is the first retorded instance of Crab working together with Rathings (an arrangement which the Crab have only recently admitted openly). Twelve year-old samural Harman Kazuma has a strange rapport with Rathings, and forges bonds

of trust between map and Nezumi. The Nezumi believe that Kazuma possessed the spul of both human and Nezumi, and became a Transcendent spunt after his death.

Founding of the Snake Clan, year 339

Imperial magistrate Isawa Chuda successfully saves the Emperors life from the deadly threat of a maho cult. Chuda proclatins himself the Emperor's serpent, "creeping into hidden places and striking down your enemies," In reward for his years of service and valorous actions, the Emperor declares Chuda to be the daimyo of the Snake Clan.

Founding of the Contipede Clan, year 347

Centered around a modest shugenja achool, the family of the schools original sensol to granted the lands and title of a Minor Clan. The Lady Sun-worshiping Centipede are given their status mostly due to their isolation from the Phoenix, as several Otomo point out to the Hantei that it would be much simpler to record their events and tax their peasants if they were reased as a separate entity.

Crowning of Hantei Fujiwa: year 371

Hante: V (also known as Hante: Fujiwa) is an exceptional Emperor for many reasons. He believes that his immediate predocessors were too concerned with increasing the quanty of life in the Empire for certain areas instead of improving the Empire as a whole. Hantei Fujiwa is also the first Empire since Hantei himself to engage the Shadowlands in combat, slaying only with the powerful Swend of the Hantei and esting the Importal Logions in combat side by side with the Crab.

Open his revers to Otesan Ucht, he wakes wroth against the Lion and Crune accusing them of weakening the Crab through political attacks and thereby requiring his direct intervention on their behalf. Fujiwak first wife had died childless while he was in Crab lands, only furthering the Hantel's anger Late in Fujiwak reign, his eldest son and heir apparantially diapped by a conspiracy of Crane, Phoenix, and Scorping courtlets calling themselves the Cosogn.

The Yasuki split and the Crane-Grab War, year 587

The great Crab-Crane wat is the first large-scale internal war in Rokugan. Caused by the Crab seizing territory along the Crab southern borders (to feed, the Crab say, their beleaguered troops after a number of major battles against the Shadowlands) and the defection of the Yasuki family from Crabo to Crab, the war less for over a decade

Rulership of the Gozoku: years 391-435

After the icidnapping of the hold Lante Puliwa has little choice but to acquiesce to the demands of the Gozoku Allance. Fujiwa falls if and dies shortly after capitulating to the Gozoku, leaving his aged uncle, Otomo Tohojassu, as regen, until Flantei Kusada can claim the brone.

Tohojatsu, who had always coveted the Emerald Throne, quickly falls in with the Gozoku, Hanter Kusada (Hanter VI) is destined to serve as nothing more as a figurehead — by the time he comes of age, Otomo Tohojatsu's concessions to the Gozoku have yielded them complete control. The Gozoku themselves encourage the independence of the clans, with the Hanter Emperor providing a "face" for their rule over the clan provinces.

The Gozoku's rule is a prosperous time for Rosigan. They construct a web of roadways and institute new ways of conducting trade and trave, so that the clans can stand more spart from each other. Arrand culture flourish. Unfortunately, so do



crime and corruption, as it becomes clear that even the Great

Cans care nothing for the Emperor's law

The Cozoku are led by Doji Raigo (son of the Crane Champton and later Champton himself), Shiba Caijushiko (the Imperial Scribe), and Bayushi Atsuki (the Emperor's spy master and Scorpion Clan Champion).

Coronation of Hantel Kusada, year 397

The crowning of Hantet Fujiway son as Hantel VI is held completely under the power of the Gozoku Alliance.

FIFTH CERTURY

(401-500 IC)

End of the Crab-Crane War and Sparrow Clan founded: year 400

During a failed negotiation to end the Grab-Chine was, Grane official Doji Onegano is ousted from the Grane Clan. The Emperor grants Onegano lands east of the Grane holdings, her the lands are barsh, unforgiving, and largely worthless. Onegano retires to a monastery leaving his son Suzume as daimyo of the new Sparrow Clan

The Crap-Crane War results in the Yasukus official confirmation as a Crab family, and an Imperial Edict bearing large-scale open warfate among the Seven Clans of the Empire From that time forward only small battles are permitted, and cay with the Experies content explicit or tact. The entire massed armies of the Great Clans were not turned against one another from that day until the Scorpion Clan Coup.

Stake Clay corrupted: year 401

Chuda families great-grandson of Isawa Chuda, successible to the temptation of a spirit and voices a deadly prayer to dark torose, unseashing a dreaded Shuten their in the lands of the Snake Clan. The apirit begins extending its influence throughout the tiny Snake Clan, completely assuming control in a month

The Five Nights of Shame: year 402

Alerted to the presence of the Shuten Doji, the Council of Elemental Masters devote considerable resources to the Stake Clara destruction. Huge numbers of Shiba busht are lost in the hattle before the Masters discover the proper means to combat the spirit to the end however, the Snake Clan is utterly destroyed. No trace remains of the Shuten Doji, or of the Phoenix magnitude sent to discover its nitimate late.

Hida Tadaka & Mecsu Itagi in the Shadowlands: year 412 This is the fundus event wherein the arrogant Lion Champion ventures into the Shadowands, only to be rescued by the Crab Champion. Both Champions die from the wounds they susmin fighting the Shadowlands together.

Hantei Kusada's spies uncovered by the Cozoku: year 428
Though the Cozoku made many contributions to Rokugani
culture, few notable advances can be attributed to Hantei
Kusada himself—nive one. During Kusada's reign, he sponsors religion heavily and is responsible for the creation of over
wenty-four temples within the walls of Otosan Uchi alone,
places which Shinsei visited or where he had performed some
holy act, in the year 428, Kusada hits upon the notion of using
the Brotherhood of Shinsei as spies and agents, as no one

would suspect a monk of such behavior. The Brotherhood has no choice but to obey the Emperor, the ultimate head of their religion. However, the "spies" are caught, and the Gozoku decides to make an example of the Brotherhood. Historians consider this the Gozoku's first mistake, as it turned attention on the darket side of their control of the Empire. Kissada had several sons and daughters, but his heir would be his first-born, a con who was also controlled by the Cozoku.

The Gozoku ensure that all of Kusada's sons are fostered by the Scorpion, Phoenix, or Grane, enabling the alliance to retain its hold on the Emerald Throne. Kusada's daughters are wed or fostered off to other class for political alliances, helping the Gozoku gain more and more control over the positics of the Empire.

Gussi family name awarded: year 429

Centuries after the Mantis' informal establishment, Gusai, leader of the Mantis, is invited to Otosan Uchi. During a contest of with with the Emperor, Gusai demonstrates the strength of sued over words by drawing a blada at the Hantel's threat. Gusai wins his argument with the Emperor as well as Minor Clan status and the Cusai family name. The Hantel has the last word, however, and proves the strength of words by ordering Gusai's execution.

Hantet Yugozohime fostered to the Lion: year 432

Hantet Kusada's daughter Yugozohime is fostered to the Lion. Rather than marrying her to a courtier and teaching her to be a quiet, respectful woman as the Gozoku intend, the Matsu and Ilioma train her in the tenets of bushido and the wisdom of the Heavens. The Lion, in short, teach Hantet Yugozohime how to be an Empress. When she learns of the true glory of the Hantet Emperors, the young Empress-to-be begins to plan how she will defeat the Gozoku.

Coronation of Hantel Yugozohitme: year 455

When Hanter Kusada dies of old age, his beir is brought from Phoentz lands to take the throne (and maintain the Gozoku stranglehold on the power of the Empire). Yugozohime challenges her brother to a duel for the throne, and defeats him. With the support of the Lion and Dragon behind a confident and powerful Hantel Emperor, the strength of the Cozoku is swiftly and suddenly shattered.

Many members of the Cozoku's three class either quickly retire to monasteries or die in duels within the year. Shibs Gaijushiko assists Yugozohime in dismantling the Cozoku's power base in return for his own pardon. No formal charges are brought against any Gozoku members, though Yugozohime's magistrates arrest them for various criminal dealings Yugozohime as Han et VII hands many functions of the Imperial Court that the Gozoku med to their advantage over to the Otomo family, forestalling any aissilar attempts to make a pown of the Throne

Caijin Ambossadore Arrive at Imperial Court:

circa year 440

At the behest of the Mantis, a small group of gatim explorers is allowed admission to the Imperial Court while their fleet docks in Golden Sun Bay. The Emperar opens limited trade and exchange of ideas with the foreign vinitors. The gaijin are allowed two years to prove their honor and their respect for the Empire.



Battle of White Stag/Raging Seas, circa year 442

The garian are commanded to leave Otosan Uchi, they retaliate with violence. In the ensuing partle, Hantel Yugozohime is tragically slain. The united clans band together to slaughter the gaifin, driving the shattered remnants of their fleet to sea, where many of their number are consumed in a mysterious

Yugozoh mes uncle Hantel Muhaki assumes the throne. Shorely thereafter the Emperor bestows Minor Cian status upon Agasha Kasuga and his followers, despite the fact that they have apparently helped gaitin attackers flee to safety. The true reasons behind Muhakis decision are known only to Kesuga and the Emperor himself. Under these murky carcumstances, the Tortoise Class is born.

Boar Clan founded: year 447

The descendants of a group of Crab explorers thought lost in the Twilight Mountains since the year 383 arrive in Otosan Uchl with three tons of jude and from Their leader Heichl presents these as a payment of back taxas to the Emperor He ch. s followers refuse to return to their former clan-Americal by Heicht's story and intrigued by his knowledge of bushido and law, the Emperor bestows Minor Can stetus upon

The Emperor's Blessing written: year 472

The Emperor's Blessing, Miya Maik most critica ly acclaimed work. to is the tale of the end of the War. Age not 80 Long and describes the founding of the Miye household. Ma. considered the work "too teme" and only completed it so that the commission promised by her patron would provide enough money for her to survive. The play is widely regarded to be Main best, and spawns innumerable imitators.

Coronation of Hantet X-Vest 487

Hanter X was the first Hanter to give up his persons, name, and simply be referred to as The Hante." His name has been lost for all time, and in many texts he is referred to us "ne who sacrificed his name for the Empire,"

Kuni Nakanu's journals discovered, year 499

Otomo Jama, younger brother of the Phoenia Clan Archer Imperia hair finds his destiny taking a st riden turn when he happens upon the resting place of Kuni Nakanu's maho texts. With the help of a Dragon and a Crane shugenia, Jama begins to translate the texts and discover the secrets of power. A small cult forms with lams at the head

As leader of this secret society. Otomo Jama takes a new name luchiban.

SIXTH CERTURY

(501-600)

The Anvil of Despair is created, year 501

The sinister Agasha Ryuden guesting with the Boar Clanwithin their home in the Twilight Mountains, forges a mighty anvil from the ore formed by the blood of the First On. Ryuden satzifices the entire Boar Clan to the foul creation. resulting in one of the darkest and most powerful nomuranas Rokugan's history. Their toxtured spirits combine into the Shakoki Dogu a vengeru, and madelous spirit that hounts the mountains for connuctos.

Bloodswords Forged, year 508

Asahina Ya inden uses the Anvil of Despair to forge the dreaded Bloodswords - Ambation, Passion, Judgment and Revenge - for his dack master Juchiban. The swords are given to the Scorpion Crane, Crab, and Lion clan daimyo respectively.

Red Snow Battle: year 509

Akado Mcikuko violently reacts to a Togasat monk's casual statement in the court, mobilizing an army of

20,000 sold.ers to attack Togasht Mountain. Only 2000 survive the great winter battle. Merkuko takes her life with the sword given to her by Asahina Yajinden,

Revenge Her name is thereafter synonymous with "mistake" among the Lion.

Death of Hida Tenburo

Grab daimyo Hida Tenburo suddealy marders his children in their sleep. He thereafter commits satcide with the blade given to him by Asahina Yajindan, Judg-

Suicide of Doji Tanaka: year 510 Crane daimyo Doji Tanaka confesses his love for an eleven-year-old geishs to his assembled court, and thereafter leaps from the cliffs of Kyaden Dort to his death on the foarny rooks below. He carries Passion, the blade given to him by Asahina Yajinden.

Battle of Stolen Craves: year \$10 Scorpion Champton Bayushi R.koja who has not yet touched the blade given to him by Asahina Yajınden, sus-

pects foul sorcery after the deaths of the damyo who wielded the other three blades. Rikoji dispatches Scorpton magistrate and shugents Sosni Takasho to find the creator of the blade. Together with Legionnaire Akodo Manobe they discover the secret cult of the blood sorcere. Includen, who plans to antmare the bodies of the Imperial crypts us an army to be used against the Emperor himself Rousing the armies of the cians. Fuchibun is eventually captured, killed, and entombed within a great structure enchanted to contain his blackened soul The



architect. Kaiu Gineza, is also entombed therein by Scorpion assassing so the secrets of the tomb will remain safe.

After Inchibans defeat. Assisting Yajandens mind at erased the becomes a gardener in the Emperor's gardens. The Emperor thereafter issues a formal edict that all corpses of the dead will henceforth be cremated rather than buried to spare the bodies of honored ancestors the desecration of evil magic.

Mantis family Gusat removed; year 513

The Gusar family name worn by the nobility of the Mantis Clan is revoked only three generations after it was given Gusar Roshida. Mantis damyo, attempts a coup and holds the Emperor's son hostage in the Mantis isles. The prince is returned and the Gusar family destroyed. Because the Mantis Gan chose to betray their Lord and execute his family because of their shame, the Mantis is allowed to retain its clan status.

Battle of Kenson Gakks; year 533

After a failed Scorpion attack on Kytiden Ikoma, the Marsu retailate and attack Shiro on Maiyo. The Lion make an example of the Scorpion, killing everyone within and renaming the city Kenson Gakka ("Humility's Lesson")

Birth of Hantei XVI. year 349

The birth of the Steel Chrysonthonium, as Hantel XVI would come to be called, occurs under portents at outliness that their like has not been seen since the time of luchiban. The Shosuro, Ikoma, and Asahina quietly ignore this fact.

Reign of the Steel Chrysenthemum, years 589-597

Hants, XVI takes the throne when his father retires early at his son's own request. Hanter XV believes his honest, cleves, and capable son will usher in a new age of prosperity. Hanter XVI however, proves to be a very different sort of react Plagued with paranets since birth, the Steel Chrysanthomum's world is slowly taken over by ghost assassins, tractors in every corner, and enemies in each crowd. Hanter XVI enacts orders to merchessly crush any threat. It has power, real or imagined Thousands die during his cross teight. Hanter XVI is finally deposed when he orders Crab Champion Hida Tanneo to slay the Hantel's mother with his bare hands. Although they are too late to save the Emperor's mother, the Imperial Guard sessuits and destroys the Hanter, Tanneo, and those few loyal to the Steel Chrysonthernum.

Those who follow the Steel Chrysanthemum into death are said at the time to be cursed to follow him forever

SEVERTH

(601-700 IC)

Seppun Hanako writes the Articles of Heaven year 622

Having endured the brutal reign of Hamet XVI during her youth, Hanako eagerly assists the young and inexperienced Hamet XVII in his rule of the Empire. In an attempt to curb the baser tendencies of Rokugan, society, she pens the Articles of Heaven, a set of legal reforms that touches on virtually all parts of the Empire's legal system. Hantet XVI... ebacts the Articles, and they become the new foundation for law in Rokugan. Among the tenets of the Articles are sections that regulate the use of toxture, increase the quality of living for the hemin

class, and place strict requirements on the treatment of prisoners and hostages

The Resulte Iru is defeated; year 634

Fearing that, none other could possibly defeat the greated creature. Kum Hanke sets out to end the threat of the Kusatte Iru, perhaps the largest and most powerful out ever spawned by the Shadowlands. Armed with his magic and a dark and sinister ertifact, Harike sets out accompanied only by his friend and vojimbo, Kuni Ryute Although Ryute is slain and marike's soul reeverably corrupted the foul beast a placed in a deep slumber from which it may never awaken, ending the threat it poses to the Empire. Harike preserves his friend by encasing him in crystal, which unknown to him prevents Ryute's spirit from antening the attentio. Porishing after the twin feats of preserving his friend and defeating the out, Hatike's remains are eventually found by monks who found a temple in the shugenish memory.

Yasuki Fumoki lost at sea. year 671

One of the most prolific pirates of his age, Yasuki Fumoki Wastesponsible for the raiding of innumerable Urane trade vessels, sending their wealth to the coffers of the Crab Ulan In 671, his flagship is attacked by a gigantic sea serpent Survivors report to the Crab daimyo that Fumoki was 481 seen burying his blade in the beast's gullet.

After Fumoki's death, Crab Champion Hide Teimeso dispatches scouts to seek out the survivors of the pirate's rumored Nezumi crew These Nezumi are offered positions in the Crab mays, as their great against adaptable ity and canoning

make them excellent stuors.

Otomo Madoko writes The Sublisty of the Court: year 689 A powerful force in court and a student of the Book of Sublish written by that renowned routin general, courtier Otomo Madoko is dared by a Lion diplomer to compare Sun Taos tictics to the politics of court. Recognizing the parallels between a bushi on the field of battle and a courtier in the midst of court. Madoko pens The Sublisty of the Court, an examination of the bettlefield that is the courts of Rokugan.

EIGHTH CENTURY

(701-800 IC)

The Dragonfly Clan is founded, year 704

Despite her betrothal to a samural from the Lion Clan, Phoenic strugenja Isawa Maroko marries her trus love, Marumoto Asijin of the Dragon. Their parent cans, notorious for their tolerant and enigmatic ways, permit the couple to settle in the plains south of the Dragon Clan. Maroko's jilted suitor Akodo Yokutsu, leads an army of 5,000 Lion against the couple's holdings, only to be halted by two atmics, one Dragon and one Phoenix, preventing his attack. Furthermore, a huge force of shagenja prevents his retreat until Yokutsu swears never again su harass blatoko and Asijin. Pleased with the ourcome of the Battle of Kynden Tonbo, the pro-Crane Emperor awards the couple a family name—Tonbo—and Minor Clan status



The Battle of the Great Climb: year 711

Insulted by an Agasha ambassador in court, the vengeful Rion general Akodo Yokutsu leads an army of Lion against the Dragon Clan caraful to avoid the lands of Mittimoto Asijin and Isawa Maroko lest he violate the oath he swore seven years previously. Laying stage to the Dragon, Yokutsu demands a duel with Asijin to redeem his noner. The Dragon daimyo Togashi Ayoko arranges the duel, in which Asijin is kilied. This is part of an agreement between Ayoko and Asijin, one which extends the Dragon Clan's protection to the Dragonfly in exchange for Asijin's accrifice. The arrogant Yokutsu declares himself the daimyo of the Dragonfly and stales his intention to wed Isawa Maroko, but is challenged and killed in a duel by Asijin and Marokos sou, Toube Kuyucen, With the threat of violence from the Lion tempurarily over the Dragonfly Clan declare the official emissaties of the Dragon.

The Battle of the Tidal Landbridge; year 715

While a stable diversionary force of Shadowlands creatures attacks the Crab forces in their northern territories, a lone and sparsely defended watchtower near Earthquake Fish Bay is attacked by a cunning Ont no Kinjiro and its minions. Severely outnumbered, the Crab seem doomed despite their commander's prowess, just when all seems lost, a limiting horn-sounds across the bay. Damyo Daidoj, Massashig, and his guardamen charge across the Tilai Lambridge and attack the few attacks. If a Crab con the Crab and rake he arent of the fighting as the waves rise around them, swallowing samutai and oni alike. The two rearguard Crab samutai who are still alive wait, but no survivors emerge; only Massashig's hartened hearest is ever found. The Crab build a shrine to the valuant hero, and henceforth have close relations with the so-called "tron Crane," the Daidon family.

Hiruma Castle falls to the Shadowlands, year 716

Caught off guard by a massive Shadowlands army, the satural of Pictures Castle are quickly overtun and completely muted. The data army of the legent set is in the days of the war with Fu Long. The Historia are pushed back all the way to the Hids provinces, where the army is finally stopped by powerful magic from the Kun, family.

The Battle of the Cresting Wave: 716

After the fail of Hiruma Castle, the Crab Clan railes around the provinces of the Hids. The great army of the oni lord Maw is delayed by a powerful young shugenja named Kum Osaku, who creates a gigantic wave of water from the Saigu River to keep them at bay while the Crab scinabole to create the Great Carpenter Wall After 75 days, the wall is completed. Osaku. who has aged seven,y years in ten weeks powering the wave collapses and dies; and the armies of the Maw attack the Wall Despite their numbers, the Shadowlands creatures cannot overwhelm the entrenched Crab, polstered as they are by hired conin and samural of the other Great Clans, the Maw's forces are eventually beaten back anto the Shadow ands. where a hidden force of bloodthirsty Hirums exact a partible vengeance for the loss of their homeland. The Maw is slain in the battle and his army is shattered, but the Hiruma provinces remain under the control of the Shadowlands for centuries to come

The Battle of Sleeping River: year 750.

Two bundred years after his first defeat, the dreaded sorceret Luchibari again tises to threaten the Empire. Atmed with the secret of moving his spirit from body to body, luchiban has spent the two centuries following his detect creating a massive ctilt throughout the Rokugan. The Bloodspeakets, his ways, followers, amass a great army of corpses on the plain near Sleeping River. An ise sumi discovers Inchibana spirit and sterts the clains to his treachery. After driving Inchibana forces from Ryoke Owen, the united claim converge upon the plains of Sleeping River and destroy the sorterer's undead army. The ise zumi who first discovered Inchiban captures his spirit until a suitable tomb can be created anowing the Bloodspeaker to finally be unprisoned for good.

Haze Clan founded: year 750

For his brave efforts against the armies of Iuchiban, the ronin Reithin is granted the family name Usagi and Minor Clan systus. The Hore Clan is born.

The death of Hiruma Sokokai: year 755

When Hiruma Sokokal, the last surviving atudent of the Hiruma bushl school, dies the advanced techniques of the Hiruma family die with him. With no school or formalized dojo, the Hiruma begin training informally among themse yes.

Katsu Taiko becomes the Master of Fire year 761

Born of peasant stock, Kitsu Tarko has an instinctive command of the kami. He is discovered by the Kitsu at a young age after a spirit leads them to him, and it quickly inducted into them tanks. Tarko is a dominant force within the Lion Clandaring his life, influencing many great battles and making many annovations in the use of fire magic. When he reaches the age of retirement, the Phoenix offer him the position of Elemental Master of Fire, which he accepts. He is the only non-Phoenix to ever hold the position of Elementa. Master

The Oxacle of Pire falls to Fu Leng, year 774

A more decade after having been selected as the new Oracle of Pire, a minor Isawa shagen a exppears in the land of the Phoenix. Seemingly insane, the Oracle goes on a rampage destroying several small villages and an entire legion of Shiba samara, before disappearing in a massive explosion that completely incinerates a shrine. At the same time, the Orah serving upon the Great Carpenter Wall witness an enormous explosion of fire from deep within the Shadowlands. The Phoenix theoriza that the Oracle somehow became exposed to the Thirt of the dark lord and was called to the Shadowlands to serve him. It is a grim reminder that no one is immune to corruption.

The full of Morikage Tooht, year 782

When she is forsaken by her unloving and callous husband Slaba Kujiro, a young bride formerly of the Dragon Clan takes her own life to escape the pain of the dishonor. Mad with grief the bride's mother lays a powerful curse upon the husband's castle. Soon the vines and trees reach out and recam the castle, wrapping it in a thick covering of vagetation that renders it useless. All attempts to magically dispel the curse end in failure, and in the and the Phoenix choose to abandon the castle rather than arouse the tree of the vengeful spirits there. The castle ales vacant for centuries, home only to the rettless ghosts that wander the halls.

NINTH CENTURY

(801-900 IC)

The Unicorn Clan returns to Rokugani year \$15

After eight centuries of wandering abrood, the clan once known as the Ki-Rin returns at last to the Emerald Empire. Pursued by the horder of the Shadowlands, the Unicorn know they cannot afford to take time to peacefully explain their approach to the Ctab. Instead, the Unicorn return with a vengeance. Their powerfu, cavalry smaskes through the Ctab fortifications and specus into Rohagan. Confronted by an army of the Scorpton Clan, the Unicorn display bizarre gaijin tactics in another crushing victory or the Battle of White Shore Plain. As the Great Clans debate on whether or not to attack the strangers again, the Unicorn emissaties find allies among the Crune by returning a fan given to the Kami Shinjo by her sister Lady clop continua ago. The Emperor decrees that the Ki-Rin have come home and restores their lands to them.

The Nuga stir in their sleep: year 615

While the Empire is distracted by the return of the Unicota, a small force of Shadowlands creatures defeats the Grab's defenses and enters Rokugan. Moving through the Shinomen Mori, the creatures destroy a large clutch of Naga eggs. Many Naga are awakened by the disturbance in the Akasha, and quickly crush all traces of the Shadowlands force. A foul, aimed march is all that remains of the creatures' army.

A new Hiruma school established: year 816

After a full century with no formal school in which to train their Hirama scouts, the Crab begin to realize that the techniques of the Hirama have begun to attophy. Nothing remains of their onco-great techniques, and plans are kunched to build a new school. The Hirama however, refuse to accept charity from their kin and will not attend a school housed by another Crab family.

The newly returned Unicorn provide a solution. As a gesnurs of peace to make amends for their assault on the Crab's defenses, they offer to house and train Hiruma students among the Shinjo family. The Hiruma accept, and in tempo they assist the Unicorn in constructing their new homes in Rokugan. In a matter of months, the techniques of the Hiruma improve once more with the use of adequate training facilities and the advice of experienced Shinjo scouts.

The Kitsuki family of the Dragon Class is formed.

year 820

Agasha Kitsuki, a brilliant yet lackuster student of the Agasha shi genja school, is accused of murder. Given a single day to prove his innocence, Kitsuki produces both proof and testimony exonerating him. In recognition of his incredible powers of parception, he is given leave by the Dragon Clan to form his own family, the Kitruki



The Moto ride to the Shadowlands, year 825

Lod by family damyo Moto Tsume, a large force of Moto warriors from the Unicom Clan ride to the Shadowlands, thinking to aid the Crab in their struggle against the dark forces there. They do not return.

Battle of the Chrysanthemum Petals: year \$27

Moto Tsume returns from the Shadowlands at the head of a great Shadowlands army, brutally attacking the Crob and his former kin in the Unicorn. Though the Crob and Unicorn fight off the invading hords, the surviving Moto are stained by the unter corruption of their dainyo. On that day the White Guard is born, a group of Moto warnote who wear only white — the color of death — and will not rest until the last Dark Moto has been alam.

The Batrle of the Broken Datcho: year 827

Faced with a conflict herween the Lian and the Crane that might plunge the Empire into general war, Phoenix Champion Shiba Toruko takes an army of Phoenix and intercedes. The Phoenix warriors obstruct the armies of the other clans from reaching one another, but do not lift a finger in their own defense, dying by the dozen to Lion archers. Perplexed, both Lion and Crane pull back. The Crane general Kakira Gosano, is incensed and enters a duel with Toriko despite her obviously superior dueling skills. Toriko never flinches, and is our down. Deeply shamed, Gosano sends his forces home and enters a monastery, vowing to work toward the peaceful would Toriko desired.

The Shimushigaki is defeated year 830

Twelve shugenja valuantly sucrifice themselves to banish the Shunushigaki, a powerful gaid asturned from the spirit realms following us defeat with luckiban's armies. A shrine is erected in the shugenja's honor, and the monks there because that so long as the Belia of the Dead ring regularly, he Shunushigus cannot return to the mortal world.

Founding of the Palcon Clan. year 834

The Emperor grants the lands of the Fortaka province to the son of an ashigarus spearman who had died saving the life of the Imperial Advisor Yough the peasant hoy, quickly discovers the nature of the assassin — a peasant half-maddened by the possession of an evil spirit Inspired by their founder's example, the Falcon rapidly become the Empire's foremost suthorities on spirits and ghoets. The Crab, who also battle dark forces, have long allied with the Falcon.

TENTH CENTURY

(901-1000 IC)

Naga ruins are discovered: year 925

Shinjo Fujimaka and Ikoma Cohesu, while mapping the outer reaches of the Shinomen Forest on behalf of the Imperial Cartographers, discover ruins believed to have once been a great Naga city. Although ruins had praviously been discovered wast of the Unicom lands and near the Plains above Evil, this is the first indication of a major Naga settlement near the Shinomen. Scholars believe that this intrusion of mankind into the Naga's domain began that race's slow awakening

The Night of Falling Stars: year 960

After a three-week stege of Shizo no Yogin, the Akodo legions seem destined to capture not only the castle, but the Dadoji troops that occupy in Preferring death to surrender, every man, woman and child occupying Shiro no Yogin leaps from the castle walls to the raging river below. Their torches fall along with them, giving the event its name.

HTJEVEJE VSVTJEO

(1001-1100 IC)

Hantei Jodan is born: year 1078

The infant Hanter Jodan is born to Hantei XXXVII, formetly Hantei Yatoshin. As a child, Jodan proves to be an exceptional student of the court and a wise and compassionate youth. His rule (as Hantei XXXVIII) is expected to be long and prosperous.

The Battle at Kyuden Kitsune: year 1090

Each attempting to expand their holdings, the Hare and the fox Clairs begin a series of border skirmishes that threaten to expande into war. An attempt at mediation by the Crane results in a temporary truce, one which is tragically destroyed by the sudden assassination of many Fox dignitaries. Although the Hare deny trivolvement, the Fox ammediately attack, supported by the Crane The Fox are victorious, but their damyo blames the Crane and challenges their emissiry, Kakita Ioshimoko, to a duel. Toshimoko wins easily. The Emperor decrees that Crane "advisors" will assist both Minor Clans to important diplomatic decisions from now on.

The Battle of Fate's Gorger year 1100

Following a slight to the Marsu family's generale, Isawa and Marsu forces meet on the field of battle to prove our and for all whether the Imperial shugenja are truly needed by the Emperor. In an attempt to remove the Lion's leadership, Master of Water Isawa Katyoko magically neleports eight Shiba busht into the war tent of the Lion to kill general Massu Unit: and his wife Yunaki. The Phoenix is it to account for the couple's daughter, however, and ten-year-old Massu Isako saves her mother's life by crushing the throat of the final Phoenix assassin with a wooden practice sword. With Massu Yunaki leading the Lion troops, the Phoenix are defeated on the field of battle the following day.

TUELFTH CENTURY

(1101 IC TO PRESERT)

Hantel XXXVIII takes the throne: year 1103

At the age of 25, Hantei Jodan is crowned the 38th Emperor of Rokugan. A daring and spirited young man, Hantei XXXVIII finds his vitality slowly crushed over the years by the endless conflicts between the Great Clans.

Hantel Sotorii is born: year 1107

After the death of his third wife, Hanre: XXXVIII takes up the company of a Crane concubing. As soon as a boy is born and survives (infant mortality an evarpresein danger in Rokugan), the Emperor matrics his mother, making her the Empress and Sotorii the heir to the throne. Unfortunately, Sotorii's mother dies to a mysterious fever only three years after his birth.

The Wasp Clan is founded: year 1109

Born of a Scorpion father and a Lion mother, the young man named Tsuruchi survives both clans treachery, losing both his parents and the castle that is his birthright. With camping and steakth, he reclaims his home and kills the Lion who took is, his uncle. Tsuruchi presents his differing to the Emerad Champion, a Crane who shares his distaste for the Lion and Scorpion, and is given leave to create his own clan. The Wasp Clan is born, and are swoth to serve the cause of the Emerald Champion.

The Yotsu family name granted, year 1111

A mountain-dwelling ronin, the warrior Yotsu discovers that the caravan of Empress Hochiahime (Hantei XXXVIII's fifth wife) has been attacked by a large Bloodspeaker cold The cultists kill the Empress' infant children and all the Soppun guardsmen attached to the caravan. The Empress Hochiahime and the young heir Sotorii ate taken captive, intended for a sacrifice in-order to fulfill an ancient prophery Totsu creeps into the camp with the blade of a fallen guardsman. Though he knows he cannot possibly defeat the Bloodspeakers along he asks the Empress for permission to die in the Empress name. The Empress forbids it, instead insisting the ron in reacuse the heir Sotorii, passing Yotsu a message for the Hantel to mourn her and the child she would have borne

With no other options, Yarsu leaves his youngest ton in Sototia's place and leaves. Weeks later, the young heir is reunited with his father, the Emperor. In recognition of Yatsu's sacrifice, the Emperor gives him given the name Yotsu Yatoshin (the name of the Emperor's father) and a small fieldom in the Mountains of Regret as well as authority over a district in Otosan Uchi. Later explorations by the Imperial Legions had the Bloodspeaker Cult gone, and it is presumed that Empress Hochishime was sacrificed to their bissphenious rituals.

Sword of Yorsu otokodate formed: year 1116

Your Yatoshin begins swearing forum outside his family to the Your name and training them in the techniques he dayised while living deep in the mountains

Yoritomo becomes the daimyo of the Mantis Clan

Widely known for his unger over the Mantis station as a Minor Clan, many in the Mantis fee, that Yoritomo will lead them to greatness, perhaps paving the way for them to play a greater role in Rolugan.

The Badgar Clan daimyo is killed while visiting the Crane lands, year 1118

Although the Badget are a very minor influence in Rokugan, the dishonor of his assassination while in their lands is a great embatrassinear to the Crane. There are whispers in court that the assassination is a result of the increasing tension between the Lion and the Crane, but the killer is never caught



Kitsuki Kongi disappenesi year 1120

Born a member of the Matsu family, Kasgi turned to the magistrates of the Kitsuki after his father died of possoning. Many years later, Kaagi stumbles into several encounters with the mysterious supernatural force known variously as the Living Shadow, the Living Darkness, or the Lying Darkness. He compiles a journal detailing his experiences and accumulated knowledge and dispatches his era servant to carry it to the dainyo of the Kitsuki She is the last person ever to see Kaagi.

Lion Champion Akodo Arason is killed: year \$120 In an attempt to retake Toshi Ranbo wo Shien Shite Reigisaho, also known as Violence behind Courtiness City and the Castle of the Lion, a large force of Lion samurat attack entrenched Daidoji troops. Despite the valor of Akodo Arason and his intended bride, Matsu family daimyo Matsu Tsuko, the Lion age unable to retake the city from the Grane Clan-Lion Champton Arason is killed in the fighting. His younger brother, Akodo Toturi, is recalled from the monastery where he was sent years ago and designated the new Lion Champion. Despite his impressive tactical skells, foture is desposed by Marsu Isuko, who compares him to het lost betrothed.

The Three Man Alliance is formed year 1121

Following a series of minor border squabbles in court, the Scorpion Clan dispatches sacrician Bayushi Tomaru to deal with the neighboring Sparrow C art. Supremely con-Edent that his forces can defeat whatever registance the tiny Manor Clan can offer Tomaru is caught completely off-guard when the Sparrow are aided in battle by the archers of the Wasp Clan and the shugenja of the Fox Clan, both of which have hold ings near the Sparrow. Tomaru has no choice but to retreat Ile is publicly rebuked by Bayushi Shoju for his failure against such minor opponents. The damyo of the three Minor Clans meet after their unexpected victory and agree to form a permanent aliance against the aggression of the Scorpion Clan.

Opium War rages in Ryoko Owan Toshi year 1122

Manipulated by outside forces, the three criminal option cartels of the City of Lies turn against one another. For weeks, entite rows of warehouses are burned and many deaths occur under mysterious circumstances. The violence continues antil the Emerald Magistrates of the city hunt down the responsible parties and bring the optim war to an abrupt halt

The Darkfever plague strikes the Phoenix lands: year

A solar eclipse teleases Oni no Kuzushi from its prison in the spirit realm after two centuries of confinement. While bound to a forgotten estate deep within the Jaswa woodlands, the oni

uses its foul powers to unleash a lethal plague that is spread by the use of magic. In the lands of the Phoenix, this proves a deadly curse and many lives are lost before clever magistrates locate and destroy the oni.

Pirates plagne the Crane-Mantis trade routes: years 1123 1125

Many important shipments between these two came are lost at sea to pirates, crusing both to question the other's honesty and intentions. Although the losses are light at first, they continue to escalate for two years until magistrates of the

Emperor determine that a treatherous Lion, Matsu Shindoku, is the culprit. Shindoku had been attempting to worsen relations between the Crane and the Mantis. This reveration further damages the relationship between the Crane and Lion chara.

The Oracle of Fire prepares to depart the mortal realm; year 1123

After several centuries as Oracle, the man who is known as the Oracle of Fire prepares himself for ascension into the Celestial Heavens His choice of a successor, however, is discovered by a shocked and outraged Scorpion Clan, the Oracle has chosen an eta gar. to replace him. The Scotpion attempt to manipulate the Oracle into declaring one of their own the new Oracle of Fire, but the plan fails and the enraged Oracle designes a large piece of the Scotpion Clan's countryside. He is eventuelly appeared by a group of industrious samuras, however, and balance is restored

The Hare Clan is destroyed. year 1123

After the Scorpion discover that then agent Sosin Yukio was discovered and slain by Hare Clan samura Usagi Ozaki, a Scorpion army under the command of Bayushi Tomaru arrives at Shiro Usagi. The castle is destroyed and the daimyo, itsign Oda, is killed Tomaru takes Odos daughter Usagi Tomor captive while Oda's son Ozaki disappears with the Hare ancestral blade. After the castle's destruction the Emperor disbands the clan apon heating sworn testimony from four sources of the Hare practicing maho.

The Scorpion Clan Coup. year 1123

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Crane Kenshurzan

The Scorpion Champion Bayushi Shoju discovers an ancient prophecy that indicates that the Hanter Emperor will become possessed by the dark god Fit Leng. Eager to save the Empire and under the thrall of the Bioodsword Ambition, Shoju launcher a devices plan to prevent the prophecy by ending the Hanter line. He secretly places his army throughout Otosan Uchi, the massive capital city. Using his friendship with the Emperor to draw close to him, Shoju cuts Hanter XXXVIII down in cold blood, sending his troops throughout the city to suddenly and brutally seize control. Believing both the Emperor and his heir dead, Shoju declares himself



Emperor. Shops despensively stalls the armies of the class until the Crab strive, as he hopes Hida Kisada will ally with the Scorpion. The Crab do not, however, and the Scorpion army is crushed by the combined armies of the class. Shoju himself is slain in a due, with Akodo Torum, the Champion of the Lion. Believing the Hanter take to have been exterminated, Torum declares himself the Emperor of Rokugan to prevent was among the class.

Hantei Sotorii becomes Hantei XXXIX: year 1123

Having been rescued from the Coup by the Phoenin Chin, the heir to the throne returns to Otosan Uchi after a rushed gempukku ceremony. Has first edict upon taking the throne is the dissolution of the Scorpion Clan following their treachery, and the disgrace of Bayushi Shoju by discarding his remains on a communa, pyre, Akedo Totari protests this treatment of an honorable fee, angering the new Emperor. As punishment for his insolence, the Hantel declares Tonin to be ronin and removes the Akodo family name from the Lion Clan. The new Lion Champion Maisa Tsuko quickly decrees that anyone bearing the Akodo name must either swear featry to the Marsti, Ikoma, or Kitsu, join the Deathseckers, live as roun, or die (either by seppuku or by her own hand). The revered sensel Akodo Kage is the single exception to this edict. As an afterthought, Hanter XXXIX takes Bayashi Kachiko, Shopi's beautiful young widow, as his bride to end the traitorous Sayushi line forever

Yogo Junzo opens the first Black Scroll, year 1123

In anguish over the death of Bayushi Shoju and enraged at the audacity of the Emperor to so dishonor such a man of vision by destroying his family and clan, Yogo Junzo violates his clan's ancient duty and opens the first of the twelve Black Scrolls (see the Day of Thunder, year 42). The scroll creates a deadly Wasting Disease that begins to apread across Rokingon, bringing misery and death to all who construct it The spell also transforms Junzo, corrupting him into one of Fit Leng s undead servants. A short time later, Junzo opens a second 8 ack Scroll to craft his base of operations, an Iron Clindel in the heart of the Shadowlands.

The Naga awaken: year 1124

Although actuate have been awakening and active for nearly two centuries, it is not until now that the Naga begin to awaken in significant numbers. It is still a slow process, and one that will require months to complete, but at last the serpent folk begin to stir from their sleep of ages and move through the world again

The Lion-Crane conflict erupts into war year 1124

The constantly worsening conflicts between the Lion and Crane along their shared border explode after a pair of massive battles. The ancient rivalry between the clans is manipulated by Bayushi Soziii and the traitor Kitsu Goden, who instigate the Battle on the Plains of Gaiju Shindai and the Battle of the Forgotten Tide. Both battles are worsened by Goden unleashing the vengeful spirits of Toshigoku to possess the bodies of mostal warriors. Fortunately, a small hand of common discover, expose, and defeas the two before their fool plan can corrupt all of Rokugan. The Lion and the Crane stand down from their battles for a few short months before eventually escalating once again.

The Have Clan is reborn: year 1125

Following the heroic efforts of Usagi Ozaki and his companions to clear the Hare class soiled reputation, the Empetor reinstates the tiny class boldings and family name. Though their casale lies in tuins and immy yet look upon the Hare with suspicion, they are a clan once more. The Hare begin the long, painful process of rebuilding.

Preparation for the Clan War begins, year 1126

With the mysterious Wasting Disease raging across Rokingan and apparently affecting even the heirless Emperor, the Great Clans of the Empire prepare for inevitable conflict. The Lion mass for war against their ancient enemies, the Crane. The Crab break their vows by forming a dark alliance with the Shadowlands Crab Champton Hida Kisada believes that he can use the Shadowlands as a tool to setse control of the Empire for himself, afterwards using his power to crush the Shadowlands once and for all. Late in the winter the Crab army begins its murch north

The Budger Clan falls: year 1126

When Emerald Magistrate Kaiu Osuki travels to the northern reaches of Roltugan to deliver an Imperial edict, he discovers that the stronghoods of the Badger Clan have been dest oyed A monstrous only summoned by unknown porties, has slain virtually every living being within the northern mountains. The great beast is eventually destroyed, but at a great cost, the Badger Clan is all but extinct. Due to the Emperor's falling health, the name and Minor Clan status of the Badger are never formally removed.

The Asako Henshin are exposed, year 1126

Manipulated by the dire Kuni Yori, the families of the Phoenix Clan fight amongst themselves while the Empire begins to fall into war around them. Using the insune Asako Oyo at a pawn, Yori demonstrates the secrets of immortality held by the Asako family to the realous Isawa, ensuring that the two families will spend the next few months completely occupied with their centuries old rivalry and not the machinations of the Crab Chair.

The Elemental Terrors are created: year 1126

Coming together in an unprecedented meeting, the Dark Oncles of the Shadowlands combine their incredible power to corrupt the very essence of the elements themselves, creating massive elemental creatures of pure Taint, the Elemental Terrors. The Terrors are responsible for the destruction of the territory belonging to the Crippled Bone tribe of Nezwini, sending the creatures north toward the Gleat Wall, where news of the Terrors creation reaches the Hirums scouts.





The Battle of Berden Pass: year 1127

As an enormous force of Crab and their Shadowhauls allies moves north through the Empire, it sacks several thies in the Grane and Scorpion lands. Intent on seizing Beiden Pass and crippling the Empires trade routes, the Grab are surprised to discover a massive army awaiting them. Led by the disgreed route Toturi—made Lion Champion Akodo Inturi—the atmy is comprised of Inagon Clan troops, many round, Unicorn cavalry, and a small force of recently awakened Naga scouts. The battle is brusal, but in the end Koturi's superior factics win the day against Hida Sukume and Hida Yakamo. The Crab are driven south. Toturi pulls his forces away and departs north, leaving the Unicorn to control the Pass. This battle is widely regarded as the true beginning of the Clan War.

The Phoenix open the Black Scrolls: year 1127

After the Master of Earth Isawa Tadaka returns from the Shadowiands with a Black Scroll stolen from Yogo Junzo, the Elemental Masters decide to open all four of the foul artifacts in their possession in hopes of better understanding the threat posed by the Shadowlands. Only Isawa Kaede, the Master of Void, refuses to participate, certain that this course of acrost could lead only to disaster. With Kaede absent, the remaining Masters open the four Black Scrolls, gaining much knowledge. Unforumately, the corruption of the spells runs rampant through their bodies and spirits, infecting each of them with the Shadowlands Taint.

The Second Day of Thunder year 1128

After two years of war throughout the Empire, the class finally unite against their common foe: In Leng Marshaling their combined forces outside Otosan Uchi, the Great Ulaus join forces with Yoritomo's Alliance, the Brotherhood of Shinsel, and the Naga to engage the huge armies of Shadowlands creatures surrounding the city. It is an epic battle, larger than any since the down of the Empire. Many heroes are lost, but many threats to Rokugan are destroyed forever. Within the city walls, the descendant of Shinsel teads the Seven Thunders to face Fu Leng, who has possessed the body of Hanter XXXIX. The Emperor duels with Dragon Champion-Togashi Yokumi, who teveals that he is in fact the Kami Togashi. Fu Leng slays Togashi and their turns to finally off air others who date face him.

Hica Yakamo, Doji Hotari, Marumoto Hituma, Toturi, Isawa Indaka Bayushi Kachiko, and Otaku Kamoko confront Fu Leng Weakened after his fight with Yokum. Fu Leng nevertheless mortally wounds Tadaka and Hoturi hefore he is blinded by a vengeful Bayushi Kachiko. Taking advantage of their foe's blindness, the dying Hoturi slices deep into the dark one's chest while Toturi claims Pu Leng's head with a single stolke of his sword. The dark god is at last defeated.

Coronation of Toturi I. year 1129

After a butter winter attempong to rebuild the Empire, Torum I is crowned Emperer of Rokugan, Master of the Chrysauthemum, and Lord of the Seven Hills. His coronation is blessed by the appearance of Lady Sun hovering above Orosan Uchi for a full day, which all agree is Amaterasus support of the new Son of Heaven. The conversations between Toturt and Shinsei's descendant over the winter are transcribed by issue Osugi and compiled as the New Iao. Totura first edicts as Emperor are to rebuild what was lost during the Clan War, and to detail the duty of each of the claus to the Empire. To symbolize the Empire's deteat of the Dark Lord, a new throne of jude is crafted for Toturi L, and Rokugan becomes known as "The Jade Empire."

Banishment of the Togashi, year 1127

Hittoms, who cast off her Mittunosto family name shortly after the Day of Thunder, appears from the mountains at last. She renames Kyuden Togashi to Kyuden Hittomi, and commands those with the Togashi name to swear fealty to her name. The alternatives are banishment or death. Some Togashi swear fealty to Hittomi, taking her name, but most fiee the lands of the Bragon or are enecuted for treason by their new Champion or her enforcers. Those who escape are given refuge by the Erotherhood of Shinsei, as many of them are already far from Dragon lands working side by-side with the monks Among the banished is Togashi Hoshi, son of Togashi. Hoshi uses his long-standing close relations with the Brotherhood to help accommodate the exile of his family, and begins to gather the former Togashi.

Falcon Clan absorbed by the Crab: year 1125

After an unknown make-tsuken ritual opens a rift to the spirit world, many members of the Falcon Clan are possessed by shaten doja Although the natual is reversed, many Falcon and peasants are killed, leaving the clan's lands in disarray. Acting on authorization from an Imperial shakken (one of the Emperor's peacekeepers), the Crab Clan formally absorbs the minor clan with the blessing of the Falcon damyo. In time, the Falcon become the Toritaka family of the Crab

Naga at the Wall: year 1129

In the wake of Fu Leng's defeat, the Crab and Naga move mend the threat of the Shadowlands forever. While Kaiu engineers spend most of the year rebuilding the Kaiu Wall (which was severely damaged during the Clan War), the Naga work with Crab generals and sense to combar the Shadowlands. The Naga leader, the Qamar, pledges that every Naga that is able will strike out against the Shadowlands with their new Crab allies when all are ready. As the Crab had been forced to spend their resources on rebuilding, plans are said for an assault in the spring of 1130.

Creation of the Monkey Clan and founding of the Puzake: year 1129

When Toturi offers the position of Captain of the Imperia. Guard to his loyal follower Toku, Inku respectfully declines and confesses that he is not a true samurat. He is, in fact, a peasant wielding a katana taken from a dead bandir years ago. The bravery and honor Toku displayed during the Clan War leads forum not only to pardon Toku for his crimes and offer the position of Captain of the Imperial Guard a second time, but to bestow Minor Clan status upon the young samurat and his followers.

Shortly thereafter, a remarkable Yasuki named Garou who had become a loyal follower of Toku during the Clan War) is also granted the Fuzake family name. This is mostly due to the sponsorship of the Dop, who found his tireless efforts to tend the wounded and bring humor to the Empire during the war unspiting. Fuzake Garou swears fealty to Toku and joins the fledgling Munkey Clan

Opening of the Phoenix Gates: year 1130

After suffering the highest loss of life during the Clan War, the Phoenix clan (led by Clan Champion Shiba Tsukune) struggles throughout the first year of rebuilding due to lock of man-power. The Grand Master of the Elements, Naka Kuro, pledges his aid in halping the clan rebuild, swearing fealty to Lady Tsukune. With Kuro's help, and Tsukune's offer of fealty to any shugenja that proves himself or berself worthy, the Phoenix 'skowly begin to reclaim their place in the Empire.



Death of Hido Kisado: year 1130

His health failing since being wounded by Eu Leng in the Clan Wan Crab Baimyo Hida Kisada finally loses his struggle against death near the end of the winter. Though some see him as a traitor against the Empire for attacking Otosan Uchi during the Clan War others (including Emperor Totur) have come to understand his actions. In a funeral led by his son Yakamo. Kisada is given the funeral pyre of an honorable samurat. In thanks for his invaluable aid in planning the assault on Fu Leng's forces on the Second Day of Thunder Kisada is granted minor Fortune status by Toturi I, and is now and forever the Fortune of Persistence.

Crob ossault the Shadowlands: year 1130

Freparations complete the Crab and Naga combined forces march beyond the Wall into Fu Leng's Realm Latta, combat brings remarkably light casualties for the Crab and Naga and the beasts of the Shadowlands seem unprepared for such a large invasion party. With the asseult underway, the Naga and Crab army forges its way to lost Hiruma Castle to reclaim the ancestra, home, out centuries ago

Disappearance of Totari I

The new peace of the Empire is shuttered when the Emperors chambers are found ruined, with blood staining Toruri's beaclothes. A thorough search of the entire city of Otosan Uchi turns up clues implicating the Scorpion.

In the absence of Emperor Yours bis I cutenent akugn assumes the position of chancellor of Rokugan. Bound by the tenets of Imperial Law, he commands Toshimoko to convictibe Scorpion The Emerald Champion shows mercy, and orders their earle to the Burning Sands instead of their deaths. To ensure that none of the Scorpion's famed ninja will retaliete against the Empire, Toshimoko orders all aland en of the Scorpion clan under the age of 12 to become the foster children of

Crane houses. The Scorp.on children become insurance against their clan's disobedience. Shortly after pronouncing his judgment, Kakita Toshimoko pena his final halku standing upon a cliff near the sea. The Emerald Champion's armor and swords are found on that cliff the next dawn, along with a perition to the Fortunes to forgive him for his failure to his lord in the absence of both the Emperor and the Emerald Champion, ShinjoShirasi, leads the Emerald Magistrates and attempts to uphold the law of the land.

Matal hagains,

Chargory Class Khain

Having thus faked his death, Toshimoko disguises himself as a roun and wears a mask at all times as he begins a search for the truth Toturi's lieutenants Ginaws and Matsu Hiroru also set out in search of their lost master.

The Kazaq visits Kyuden Hitomi' year 1130 Led by a dream, the son of the Qamar leaves the Shinomen and climbs Kyuden Futomi. The dark lady of the Dragon Clim greets the Naga with open arms, as if he were an expected guest. The Kazaq soon emerges from Kyuden Ritomi with myshe tattoos, severed from the Akasha forever

Naga abandon the Crab: year 1130

The retaking of Hirtima Lastle complete, the hanners of the Lrab-cance again fly upon the parapets of Shiro Hirtima. As the Crab forces move to restore order to the ruined castle a sudden shift in the Naga's attitude is apparent. Some Naga comment that their Akasha has commanded them, and the Naga quickly and shently withdraw from the land. The Crab, ansure exactly what has occurred, can only watch helplessly as their alies abandon them to stand alone, deep in the tentory of the Shadowlands. Soouts are quickly dispatched to the Kaiu Wall urgently requesting more soldiers and supplies, but mone of the messengers make it to their destination.

Siege of Hiruma Castle year 1130
The forces of the Shodowlands surround the Crab
now deeply entranched in the rules of

trolls toy with the samural,
knowing that help from the
Empire will be a long time in
coming Only the brave Third
Whisker Nezumi, who bring food,

Hiruma Castle The one, goblens, and

water, and ade through the tunnea benienth the castle give the Grab the slightest hope for surviva.

Mantis, Scorpion and Crane relations: year 1131

Citing their charter from Emperor Totur, the Mantis claim the right to tax and tule ## regent over "unaligned lands," including the now-empty provinces of the Scorpton. Very few in the Empire know that the Scorpton have burgained with he Mantis Champion, Yoritomo, to protect the Scorpion lands until such time they can reclaim them from their exile. In order to sea, the bergain, Bayushi Aramoro, the most respected member ofthe Scorphon next to Bayushi Kachiko, fosters his only son to

the damyo of the Mantie. Bayushi Aramasu, Aramoro's son, arrives in Mantie ands holding Youtomos "payment" for the alustice — Scorpion maps of Rosugan, and other secrets the Mantie Champion demanded to further his power in the Empire.

The Mantis are escorted through Crane lands by Crane Champion Dop Kuwanan and his armies. As Voritomo reacher the Scorpion lands at the head of his army, he turns to thank the Crane for their assistance, but finds Kuwanan has lain his own plans for the Scorpion provinces. Thinking to use the Scorpion children as a way to claim the lands for his own Kuwanan ambushes Yoritomos forces once their arrangement for Kuwanan to guide Yoritomo to the Scorpion lands has been fulfilled. Yoritomo, caught completely unprepared, is forced to withdraw.



Though he does not realize it at the time, many of Doji Kuwanan's actions are due to poor selvice from impersonators dispatched by the Lying Darkness to cause strife and chaos to the Empire, This battle thus marks the Start of the "War Against the Shadow."

Nega and Monks attack the Dragon: year 1131

The purpose of the Naga disappearance becomes clear when a massive Naga army lays stege to the lower Dragon provinces. Three minor strongholds are destroyed before the Naga are haned by a sudden emergence of representatives of the Brotherhood of Shiasei. These monks, tumprised mostly of former Togash: ise zumi, parley with the Naga in what is thought will be a swift end to the Naga's sudden and confusing attack. However, only days later Togashi Hoshi himself comes to stand beside the Ogmar and continue the ottack on Dragon lands. It is nomble that Mirumoto Daini, Hitomi's own brother, chooses to side with the Naga instead of defending his aster. The war continues, with the Drigon responding slowly due to the lack of organization within the seadership of the clan. It becomes quite clear within weeks of the fighting, however, that like Hitomi, Hoshi has mastered the art of creeting are zumi, bestowing tattoos of power among their followers. Like Hitomia followers, Hoshi's monk scolytes take his name.

Test of the Jade Champion, year 1151

In an effort to hold together the crumbling peace of the ampire, the Seppir and Stomo cali the first Test of the Jade Champion in centuries. The post of the Jade Champion has long since been defunct, as its mandate to regulate spellcraft and hunt make throughout Roktigan was seen as an effront to the Phoenix clan's power, Each Great Clan sends shugenja to that the prize. The Championship ends with the deteat of the Unicorn's luchi Karasu, called "The Doomseeker," by the Lion Clan's Kitsu Okura, Rumors persist that Okura's power is owed to a dark ally, though the Lion shugenja is awarded the post

Lion march to the Wall: year 1131

Without explanation, Lion Champion Ikoma Essauri gathers a legion of her most loyal soldiers and sets off to the southwest of Lion lands, directly toward the heart of Liab territory. The move si reprises those Tsanuri leaves behind, including the newly initiated Jade Champion and Massu family daimyo Massu Ketsus. The Unicora, in an attempt to prevent what appears to be an attack on the weakened Grab, demand an explanation that the remaining Lion cannot give Combined with the growing reports of maho and other foul activities in Lion lands ranking Emerald Magistrate Shin or shiral attempts to investigate deep into Lion lands, only to be intercepted and forcibly escorted back to the Lion border.

Defection of the Agasha: year 1131

Outraged by the actions of their Champion, Hiromi, the Agasha argue among themselves until a clear majority emerges: they wish to leave before they are emerminated like the Togashi. Daimyo Agasha Tamori refuses to allow the Agasha to leave the clain. However, Tamori's student Gennai offers to take any who wish to follow him to the Phoenix kinds to knee, before the sword of Shiba Tsukune. Within the week, fewer than a dozen Agasha stand with the Dragon clain. Agasha Gennai is tewarded by Naka Kuro with a position on the Elemental Gouncil as Master of Air.

Shatgo Morito leaves Unicorn territory, year 1131

With the objective of carving out a deatiny of his own, the ambitious Unicorn Shinjo Morito gathers a group of likeminded busht and stakes a claim to lands once occupied by the Phoenix. As the Phoenix no longer occupy those lands Morito holds, they no longer can protect them in the Emperor's name. Thus, by right of his superior ability to maintain and control them, they are his. The Phoenix disagree, but the strong defenses Morito has already constructed lead them to abandon the matter for the moment

Rescue of Emperor Toturi, year 1132

Toturi I is found shackled and beaten in the trans of Mori Kage Castle by Unicorn scouts. The forest and the castle are filled with apparations of ghosts and shadows, which the Naga call The Roul. The truth later becomes apparent Toruri I was held captive by the Lying Darkiness to encourage the Empire to fall into chaos. The Unicorn, led by Otaku Kamoko, bring the weak and tarkened Emperor to Otasan Ucht, "gniting a small flame of hope in a darkened Empire

Imperial Edicts, year 1132

Captain of the Imperial Guard Toku is commanded to take the Monkey Clau end che fighting in the Dragon mountains by attacking the Naga. Totaus then commands the Unicom magistrates to force the Lion to answer for their crimes in his absence — the rumors of maho have proven correct, and the Jade Champion himself had taken a hand in corrupting the heart of Lion lands. Lastly, Toruri breaks with tradition by naming the Emerald Champion without a tournament beppun Toshiken, a produgy with the blade and illegitimate son of Kakita Toshimoko, is given the swords and armor of the Emerald Champion.

Shortly after his return, Toruri begins a cleansing of the Impenal City, cummarily executing envone he deems to be a "Kolat" on even the loosest evidence. Among the slain is Isawa Osugi, author of the New Tao. The former chancelor, Taxuan, is horrified by his lord's actions and commits seppuku in protest.

Storms over Matsu Castle: year 1132

By the command of Toturi I, the Unicorn engage the Lion near Shito Maini. The Lion's corruption becomes clear as one take the field beside Tainted bushs and shi genja under the command of Kitsu Okura, Maini Ketsut, and Kitsu Motso. The battle is fierce, and the one that bears Okura's name slaughters a hundred Battle Maidens single-handedly. The Unicorn are defeated, but the Lion's power is severely crimpled.

Mantis Stege of Phoenix Lands year 1132

Once again seeking to expand his power, Yoritomo lays claim to the lands of the Phoenix, claiming they are fat too weak to maintain their provinces. The Mantia hope to quickly take the Phoenix under their mercy, but Shiba Isukune views Yoritomok movements as an act of war and responds accordingly Still, the Phoenix are nowhere near as combat ready as the Mantis, and Yoritomok forces slowly force their way deeper into Phoenix territory. It is later concluded that Yoritomok brash actions are the result of advice from shape sharing minions of the Lying Darkness posing as itusted advisors.



Gift of the Emperor: year 1132

Toturi I holds a contest to win a boon from the Jade Throne. All class are invited to attend, and the winner of a single-combat tournament will be awarded a favor from the fimperot. The class, who service one entry apiece, attempt to use the Emperor's gift as a way to gain an advantage as the whole Empire is engulfed in war. In the end, the winner is revealed to be Exynshi Aramoro in disguise as a ronin, who was able to enter and win through assistance from the Deagrin Clan. Aramoro requests that his clan be permitted to retake its lands, and the Scottmon are restored to their place in the Empire.

Crane Civil War: year 1132

Driven by the voice of his ancestor, Dadopi family damye Dadopi Upi leads trough away from Clan Champion Dopi Kawamans cummand and roward Shiro no Yogin to reclaim it in the name of the Crane. This creates a division in the Crane which turns into outright war as the bushi of the clan are split between their loyalty to the two lords. The fighting continues, and the resultant disbonor and shame eventually causes the Great Sea Sp der to wake from its shumber near Golden Sun Bay. Once again, shape-shifters are later blained for miscommin cation between the two Crane leaders.

Death and rebirth of Hida Yakamo: year 1132

After escaping Hiruma Casile in search of reinforcements, Crat Thunder Hida Yakamo is captured and slain by the Shadowands. Ikoma Tsanuris Lion forces assist in hunching a second assault towards Hiruma Castle, and the combined might of the two clans delivers a quick and easy victory Hida Yakamo's body is recovered, but is seized by the Naga as they appear from the forests over Crab provinces. The Naga use an anniant amfact to restore life to Hida Yakamo and metge his soul with the Akasha — the Naga oversoul — in order to atone for the damage they caused to the Crab by leaving Hiruma Castle. Though many Crab still consider the Naga unrehable traitors, Yakamo assures his people that only by working alongside the Naga can the Lying Darkness and the Shadowlands be defeated

War in the Heavens: year 1132

The main force of the Scorpton reaches the Empire on the heels of Bayushi Aramorok victory in the Emperor's contrament. Leading the Scorpton is the Kami Shinjo herself, freed from imprisonment in the Burning Sands. Shinjo's arrival brings further chaos into the Empire as she personally executes hundreds in her own Unicorn Clan, revealing them as agents of the Koist. With the aid of the Scorpton, Shinjo also loans of the presence of the Lying Darkness in Rokugan, and its control over Emperor Toruri. Shinjo assembles combined forces from all the clans to assault Otosan Uchi, which has grown block and shadowed since the return of Toruri

At the same time, the Naga reach the base of the mountains where Hitomi's ast fortress stands. During the attack, the dark influence of Orthotango from within the Obsidian Hand leads Hitomi to tradvertently release Showno from her crysta, pristin beneath the castle. Laughing ritumphantly as he seas his dark mistress succumb to tempration, the Tainted Outgon Koku/in steals Togashi's daisho. Shosuro also vanishes, leaving Hitomi alone with her failure.

By the time Hitomi realizes what has happened, it is too late. Her mind is now clear of dark influences, and with this clearty comes a realization of how to undo the damage she has wrought. She sees the entire existence of the Lying Darkness

laid out before her. She waterses the day when Onnotangu, Lord Moon, hid the Shadow's existence from his spouse the Sun. She sees the Shadow's subtle influence in the death or downfall of each of the Kami. She sees the slow growth of to power throughout the history of the Empire. She knows that only an enemy of equal power will have the strength to defeat it. She determines to challenge Lord Moon himself, for in doing so she will not only call him to task for his alliance with the Darkness but, if she succeeds, gain the power she needs to defeat the Shadow uself.

Putting her plan into action, Hittoms assembles several powerful artifacts born of the power of the Moon, Calling Onno tangu from the Heavens, she challenges him to personal combat. Eager to crush the upstert Hittoms (and to reclaim the Obsidian Hand from her) the Moon answers Hittoms's challenge. With the powerful ertifacts of Onnotangu and the wisdom of Togashi on her side, Hittoms is triumphant, and slays the Moon.

Meanwhile Takau, Adulyte of Fire, faces a champion of the Moon in single combat in Otosan Uchl Though the due, seems hopeless, Takao reaches enlightenment during the battle, defeats the Champion, and breaks the Shadow's control over the city, Takao thereafter bears the title "Master of rive"

Shortly after this event, Totter is spirited away to Phoenix lands by Isawa Kaede, now Oracle of the Yold

Twenty-Seven Days of Darkness: year 1132

With the death of Lord Moon, Amarerasu flees from the Celestial Heavens. Angered that the mortal descendants of her children have betrayed her by killing Onnotangu, she taken the Aucentral Swords of the Clans and scatters them to the beavens. Rokugan is shrouded in total shadow, increasing the power of the Lying Darkness tenfold. It soon becomes clear that even Onnotangu himself was only a pawn, and even this was part of the Darkness plan.

Hummi begins a great quest, coming the entirety of kokugan in 27 days. At the end of the quest, she arrives at the Shane of the Three Sisters, who help her discover her true destiny. Hitomi ascends into the Celestial Heavens to fill the void left by Onnotangu and becomes Lady Moon

At the same time, Amaterasu commits jigat (the seppuku of noble women). Hida Yakemo appears, led to her pain by his link to the Akasha, and becomes her second. He ascends into the heavens as Lord Sun.

Loss of the True Tao, year 1132

The Tao of Shinsei is stolen by the Kolat in an attempt to protect it from the Shadow. Some within the Kolat plan to ravise the Iso, but others heartily disagree. Half of the Irue Tao is given to Usudojt Rekui by a trainer among the Kolat, but the other has a intercepted by the Lying Darkness and presumed lost.

Loss of the Ikoma Histories: 1152

A sublen attack by the Lying Darkness leaves the great histoties of the Ikoma family lying in ruin. With the Empire's past lost, the Lion historians can do little but attempt to pick up the pieces





Reunification of the Dragon Clatt. year 1132

Togashi Hoshi carms leadership of the Dragon, restores the Togashi to their rightful place, and brings those who swore feelty to his name sare the Dragon Clan. Learning from Hitomi's mistakes, Hosbi begins preparing the Dragon for the coming conflict with the Lying Darkness.

Oblivion's Gate Opens: year 1131

Several reports of the physical incarnation of ancestral spirits arise pointing to the crumbling of the barrier between Nangen-do (the morts, world) and various other Spirit Realms. In Volturnum, where Oblivious Gate opens to the R.It between figoky and Yomi, Gurawa and Matsu Hiroru find the Touth Kami, Ryoshum. If his strength should fail, it would allow the Lying Darkness to begin to clearly Your itself - the Realm of the Blested Ancestors bleeding the past into Nothing Despite the hopeless battle,

Ryoshun stands alone against the Darkness and its assault upon the Spitit

Realins.

Mantis repelled from Phoenix

Lands: year 1133

The Mantie, after holding the Phoenix provinces for half a year, are finally broken by the guerrilla attacks of mad Phoenix busht and the magic of their Elementa, Guarda Yomromo is offered the Jade Throng by Shu, o, but the Mantis Champion refuses, claiming that he will never be the pawn of

Death of Totari L. year 1133

the Kam.

In a sucid moment, Toturi breaks free of the control of the Lying Darkness. He realizes that if Darkness were to take the soul of an Emperor the soul of the Empire itself would be forfeit In a harry ceremony. Toturi marries tsaws Kaede. He then commits

seppurer -- denying the Lying Dorkness his soul and leaving as the leader of Rok igan the one person it cannot touch, the Oracle of the Void.

The Battle of Oblivion's Gate: year 1133

Their energy now plain for all to see, the forces of the Empire marshal under the guidance of Totur's general, Sargorei. As the Lying Darkness attempts to undo all of creation by turning the land of the dead into a lost memory, the forces of Rokugan assault the armies of the Lying Darkness and the Shadowlands in the ruing of the troll city Volturoum. The battle is flerce. and the boundaries between the Spirit Realms crumble. Spirits from Yomi and Toshigokii emerge in great numbers, and more than one hero from Rolligans past crosses Cablivion's Cate to battle the enemy One such man is the Emperor

free of the Shadow's grip on his soul. himself. Toturi 1 Many die, and the Air Dragon allows uself to be consumed by corruption so that the Master of Fire, Isawa Horbitt may ceach Goju Adorse, the master of the Darkness. With the aid of a Shosuro actor, Hochiu strikes the killing blow and destroys Adorsi.

With the loss of Adorai, the Lying Darkmass becomes weak enough that it can be named. Lody Moon gives the Darkness the name "Akodo," which not only destroys the Darkness but releases a large number of lost Akodo ronin previously consumed by it (and now amnesiat). The shattered Goju and Nimube minimum of the Darkness flee to plan their vengeance.

Moto War year 1133

Rathing Basin

While the Clans fight the Living Darkness at Oblivious Cate, the Moto family of the Unicorn engages in its own war Shingo's return brings the nomadic Moto from the Burning Sands, who ride beside their cousins of Rokugen as they meet the Dark Moto of the Shadowlands in combat The Dark Moto are led by none other than Otaku Kamoko, who has secrificed her own honor to lead the cor rupted Unicorn to destruction. The fierce tacters of Khazi Moto Gaheria crush the undeed Moto, unifying the line of the More once and for all

Shinjo departs: year 1133

The Kams Shinto leaves the morral realm to return to the Celestial Heavens, She places Moro Gaheris in command of the Unicorn Clan, as she does not believe that those who bear her name have disposed of all Kolat dallaence, Unicorn Thursder Otsku Kamoko is set among the starsby Shurjo. In honor of Kamokos sacrifice the Otaku family changes its name to Liraku, as a reaffirmation of their yows to Shinip and so that Kamoko can be the last Battle Maiden to hold the Otsku name

Rebuilding the Empire: year 1134

After suffering two extended periods of war within ten years, the Empire once again turns to rebuilding as Emperor Totori reclaims his throne.

Spirits Walk the Earth: year 1134

Before Oblivious Gate is scaled, countless spirits make their way from the spirit realms into the land of the living. Some are able to adjust to living in an era far beyond their own but many (particularly those who escaped Toshigoku) attempt to renew old schemes and vendentas.

Cift of the Naga: year 1135

Before the Naga enter their slumber once again, they give a great golden pearl to the Unicorn. In exchange, the Unicorn swear to defend the Shinomen Forest during the Maga's great



Bitth of Toturi Tsuday, year 1136

The first of Toturi's children, Isudao quickly shows an aptimale' for both single cumbar and large-scale tactics. She memorizes the Book of Sun Tao and Akodo's Leadership by the age of six.

Fall of the Alliance: year 1137

Since the death of Yoritomo during the Battle of Oblivion's Cate, the Mantis Clan has slowly lost power and influence among the Great Clana. Even with the assimilation of the Wasp and Centipede Clans, the Mantis is not what it once was. With no conflict to unify Yoritomob former alliance, the other Mantis Clans gradually withdraw their support from the Mantis Clan. By this point in time, the Mantis once more stand alone

Birth of Toturi Sezeru: year 1137

Toturis second child a born under signs of great fortune. The boy's hair becomes white shortly after birth and his aptitude for magic study surpasses even his mother's at the same age.

The War of Spirits begins: year 11 48

After years of preparation and monitoring the political climate of Rokugan, the returned spirit of the Steel Chrysanthemum, Hanter XVI demands that the Jade Throne be ceded to him. Torum refuses, stating that the Hantel dynasty is dead, and the plessing of the Heavens is upon himself and his line. With the power of most of the reborn spirits and the assistance of the spirit of Hado Truneo (who has followed his Emparer even beyond death), Hanter XVI declares war upon the Empire to claim the throne for himself. Thus begins a long, slow war of attrition between the armies of the living and the dead.

Birth of Loturi Naseru: year 1139

Totut's second son is horn shortly after the beginning of the War of Spirits. Nateru is easily the most intellectual and seconds of his chadren.

Ox Clan founded: year 1145

After proving his value in combin against Lion spirit armies attacking Shine Inchi, Emperor Toruri validates Shinjo Morito's claus to the lands he and his followers have occupied for the last fourteen years. Morito immediately gives several expensive gailin artifacts to the Phoenix as a gesture of friendship to cushion the loss of their land. Thus the Ox Clan is born.

Phoenix Children kidnapped: year 1,150

With the War of Spirits rurning decidedly in Touri's favor, Hantel XVI retreats to Phoenix territory. With the help and edvice of the Tainted Diagon Agasla Tamori, Hada Taineo kidnaps the children of the Phoenix clan and murders Isawa Taeruko's daughter, Yaruko, as an example. The Phoenix gradgingly agree to assist Hantel XVI.

Devestation of Beiden Pass: year 1150

The end of the War Against the Spirits comes when the majority of the spirit army is led into Beiden Pass, With the assistance of the Phoenix, a cadre of Scorpion shugenja collapses the pass upon the spirits, destroying most of the spirit Hanrel's armies.

The Treaty with the Spirits: year 1150

The bulk of his forces gone. Hanter XVI enters into negotiations for peace with Totari I. Though the Empire could easily crush the remaining spirits. Intuit shows mercy upon them; they may return to Yomi in peace by burling themsaives from what is now called the Leaping Piace—a club overlooking the sea near Otosan Uchi. As part of Hantei's treaty Totari's child Maseru takes the Hantei name and is fostered in Hantei XVI's home in Otosan Uchi. As a further concession, Totari grants the Tamori name to the descendants of Agasha Tamori, who disappears shortly thetesfter.

Creation of the Great Crater year 1150.

With no way left through the Spine of the World Mountains, Lotd Sun takes pity upon Rolugan and hurls fire from the rky, creating a passage near the Selkitsu pass the Great Crater Though most of the enter is rocky and impassable, the Unicom soon clear a suitable pass through it. They also discover an underground cunnel leading through the Selkitsu, a tunnel filled with rules and artifacts from an ancient civilization. This fact they keep to themselves.

The Imperial Bastard is revealed 1155

Toturis liaison with the geishs Hamuko before the Clan War resulted in a child; Toturi did not know of his offspring unit. Kaneka is announced in Rynko Chwari. His claim is supported by several sources, and the Akodo offer the boy feelty. This causes a desturbance within the courts, as Kaneka is now the himperor's eldest child. Toturi himself never officially acknowledges Akodo Kaneka as his son.

Death of Torusi I. 1158

On a visit to Scorpion lands (possibly to visit and acknowledge Kaneka in Ryoko Owari). Emperor Toturi I is slain in combat with a force of Shadowlands creatures. The oni tesponsible for the Emperor's death is of a breed never seen before, and escapes before the Scorpion rout the beaut and recover the Emperor's body Empress Toturi Koade disappoint shortly after taking the throng, leaving the Empira with no designated heir





he see any of the Rmera. It impress a complex we had political organizations and various other social roups, While the Great and Manor Glass are certainly the most powerful organizations in the Empire, they are not the only forces at work. Emersid Magnetrates and imperial Magnetrates enforce the Emperor's law, their nuthority extending across provincial boundaries. The peaceful followers of Shinsol are at widespread to any other political group, and are far more organized than many. From the shadows, groups with more sinister goals, such as the Kolat, the Bloodspeakers, and the nings watch the progress of the Empire with a jeulous eve

While the NPC statistics provided with each group are mainly for the DM's information, background on these groups may prove useful for the players as well. The Brotherhood of Shinsell, imperiat Legions, Emetald Magistrates, and most Romin strotherhoods are ideal organizations for prayer character membership. An entite party could be created under the umbsella of one of these groups, spawring a number of unique campaign opportunities as the characters work together in achieve the objectives of the organization. Play groups with a taste for more sinister and chardestine adventures may even consider playing a party of Kolar hiding in plain sight among Rokugant society, perhaps even belonging to one of the more legiomate organizations simultaneously as they early our their objectives.

The following section gives only a back overview of these extremely complete groups. The DM is encouraged to sise these examples to inspire his own magnitudes, and even to create brand new organizations appropriate to the campaign.

in Rokugan, samurat serve their lords. Therefords in diffuserve the family, which in turn serves the clair. And the clairs all serve one man alone the Emperor. If the Emerald Empire. It could truthfully be said that all samurat of Rokugan serve their Emperor each day of their lives. A privileged few, however, serve the Emperor directly, bypassing all other allegiances and loyables.

With so much distance between Ottom Uchi and the various cities scancred throughout Rokugan, enforcing the Emperor's laws can be difficult. Early in the Empire's history, the Hantel became angry with the wide variation in interpretation of law and demanded that the situation be resolved Emerald Champion Don Historic and renowned be appear a lige Sosh Sa bankon caveloped a system of aw enforcement that depended upon individually selected and trained samural who were loyal to the Emperor above all others. These samural, who became known as Imperial Megistrates, were dispersed throughout Rokugan to the Emperor and the Emerald Champion

Ever since, the Imperial Magistrates have been some of the most respected and admired satural in the Brighte. They are selected solely for their courage, skill and valor, and forswear their loyalties to all but the Emperor and his personal champion, the Emerald Champion This system has worked for centuries. Even after the death of Emerald Champion Doji Salsume during the Scorpion Clans failed coup over three decades ago, the magistrates managed to keep law and order throughout the Empire for years before the avarice of the Great Clans plunged Rokugar into the Clan War In modern Rokugar, the magistrates are divided by their loyalties to the Four Winds, but despite such difficulties they continue their mission without fail. It is their duty

Just as the Imperial Magnetrates entorce the Emperor's laws, the Emeraid Legions enforce his will. When a magnetate in rervice to the throne discovers a threat or a foc that cannot be deart with individually, the Legions are called in. Comprised of the finest warriors from each clan, the Legions are the swift sword of the Emperor, curting away treason and corruption before it can spread throughout the Empire. The Legions are rarely defeated, although both the Clan War and the War Against the Spirits saw the Legions overwheimed by numerically superior enemies.

Unlike the Imperial Magistrates, the Legions have little conflict deciding which of Toruri's heirs they shall support following the death of the Emperor Torur' be legions have come fully under the control of his daughter Iotari Isudao. An honorable and skilled general, Isudao is known to many throughout the Empire as the Sword. Although some in Rokugar in ght view Iorure's death as an opportunity, his daughter stands ready to oppose any who might attempt to exploit the tragedy.

TYPICAL EMERALD MAGISTRATE

Human Sam7/Eme3: CR 10: Medium-size humanoid (human); HI) 7d10+14 pl is 3d8+6; hp 67; Init +3. Spd 30 ft. AC 17 (touch 12 flat-footed 15); Att +11. +6.melee (1d10+4, +1 karana), +9/+4 ranged (1d6. yumi); SA Emerald Magistrate abilities (the Emperois Seal, Strength of Purpose, Saibankans Method). Samural abilities (Ancestral Daisho); Honor 4; AL LC; SV Fort +6, Raf +5, Will +6; Str 15, Dex 15 Con 15, Int 11. Wis 11, Ch2 10.

Shills and Feste Speak Language Rokugam, High Rokugam) Bluff +2 Diplomacy +10 Cather Information +8, Isijuteu Focus +2 Intimidation +5, Knowledge (Law) +6, Ride +4, Search +3 Sense Motive +7, Spot +3, Alertness Dodge, Improved Instative, Iron Will, Leadership, Void Use, Wespon Focus (kajana,

Possessions. Katana, wakitashi, masterwork lame, lar armor, yuma with 26 arrows, steed, royal outfit

BLOODSPEAKERS

One of the most subversive and secretive groups in Rokugan the Bloodspeakers know secrets that would make even the most jaded Scorpson pale in disgust. The fanatical cult of the dreaded sorcerer Juchiban, the Bloodspeakers white their secreey above all things, for exposure means awift, mertiless death

The Bloodspeakers were founded conturies ago after the first defeat of Luchiban. While his spirit wandered the Empire in secret, are someter needed assistance to help him prepare

for his return. Along with a few trusted lieutenants, the sorcerer's bodiless essence found angry and disaffected members of society who longed for the power that was eternally beyond their reach. Whispering the dark secrets of mano into their ears, atchibes bound these individuals to him with promises of far greater power when he sat upon the throne of the

Inchiban's second defeat was a devastating blow to the Bloodspeaker cult. The wast majority of its members were killed in the battle that broke Inchiban's power (the Banle of Sleeping River), or hunted down shortly thereafter. The few who survived were driven into hiding, many abandoning their quest for power with the loss of their master. Others, however, immediately began preparing for their master's inevitable return. He had escaped imprisonment once before and would surely do so again. Unfortunately for them, he did not, and they could only pass down their dark secrets to a new generation of Bioodspeakers.

Centuries later, the modern Bloodspeakers continue their preparation. Their dark maho rites have been passed down through the generations, each time changing and becoming more sinister and twisted. Although they feel that they serve their master Inchiban, the blood magic they practice has only one true source of power Jigoku. Although they pay no homage to the dark powers of the Shadowlands, their active ties serve only to corrupt the innocent and increase the foothold of the Trint in Rokugan. The Bloodspeakers embrace a philosophy of persona, power, believing that strength comes to those with the courage to grasp it, and that one should not be stackled by the consequences of one's birth. Great of small, peasant or samural, any must of woman can have great power through the use of make. It is a cantalizing concept to a number of Rokugans one that has consumed countless foolish souls since the time of Iuchihan

Cells of the Bloodspeaker cult exist in the lands of all the great cashs. Of course, no can be dewes that such corruption can exist in its presence without its knowledge, but their confidence is the perfect shield for the cult. A former Unicom shugeria named litch. Shaha was one of the most influential Bloodspeakers in the Empire unit, recent years, when she changed her allegiance to the Shadowiands and ascended to the unholy position of the Dark Daughter of Fu Leng This has prompted several cells to follow her lead, abandoning their centuries long quest to free Iuchiban in order to support Shahai and her alkes in their bid to overthrow the Empire.

Those Bloodspeakers who remain toyal to Inchiban are currently doing exactly what they have spent the last centuries doing, searching the Empire for the hidden tomb of their master. Once the totals has been located the cult will have only to the last die keys, a series of large porceasin masks that they know will open the seals upon the tomb's gate. The cultists know that the fomb will be difficult to navigate. Iwo false tombs were constructed at the same time and both have proven deadly to those Bloodspeakets who entered. Still, the master must be freed for the cult to take its rightful place at the head of the Empire, and no cost is too great.

TYPICAL BLOODSPEAKER

Human Reg) (R) Mc 1-17 of humanoid (human); Hil. 3d6 +3; hp 12; Inst +2; Spd 30 fr. AC 11 (tourh 11 flat-footed .0; Att. rogue) +3 meles arranged (id4+1 plus poison, tanto); shugen, a) +2 meles, +3 ranged 1d4 plus poison, tanto); Honor b; Al E SV fort +1. Hef +3. Wil. +1 Str 12; Dex 13, Con 13 Int 11 Wis 10, Chs 8



Skills and Feats. Speak Language (Roktigam, High Roktigam). Possessions: Masterwork alguein, ranto, ash gart, armor, two doses of spider venom (Injury DC 13-1d2 Con. d4 f.or., two doses of dripping poison (Ingested DC 18, 1d4 Str, 1d4 Str and 1d4 Con.).

JUJOS STOOHREHTORB

Cast our by their families and clans or foliaken by the circumstances of their birth few routh within the Empire have a home to call their own or even comrades who can be depended upon to guard their backs, it is a lonely, desolate lifestyle that few can endure for long without succumbing to the bleakness of their own existence.

It does not always have to be so tookugank history is full of examples of round banding together for survival and mustial benefit. Although many of these groups have been bandits or common mercenaries, there have been many counterexamples of round who remember what it means to be samural Some of these groups, called otolkodate or "many tellows," have been existence for decades or even centuries and have played subtle, almost invisible roles in many historical events.

The Eyes of Nanashi One of the oldest ronin brother loods the Eyes of Nanashi are the ronth who defend and protect Nanashi Mura also known as Anonymous Village. The village as a haven for wave-near, a place where they can find acceptance among their own kind and respite from a scorn of the Empire. The leaders of the village are all too aware of their precarious position, however, and will not shelter the dishonerable from justice. This reputation is all that protects the village from the Great Clans, who would descend upon it with a vengeance if they pelieved it to be a hiding place for criminals.

The Eyes of Nanashi lant their support to foturi while he was a ronin during the Clan War. With his ascension to the throne and the atmy of ronin he led becoming his guardsman, the status of ronin throughout the Empire improved somewhat during his tenure. Since his coronation, Nanashi Mura has become a more prominent city, one less dependent upon its anonymity for survival. Although rather secretive, the Eyes have no agenda other than the continued advocacy for ronin in the Europe of

The Sword of Yotsu: The Sword of Yotsu may be the most respected ronin band in the Empire. Half a century ago, a man named Yotsu rescued the Emperor's young heir from the deadly Bloodspeaker cult that killed the Empress. In grantude, the Emperor granted the ronin his own family name and a small fiel within the mountains. Before his death Yotsu and his name children expanded their holdings: his daughters even became the governors of a sub-district in Otosan Uchi, the capital city of the Empire

The roun who swear fearly to the Yotsu are expected at all times to defend the helplass, no matter the situation, no matter the consequence. This is in addition to their duties in defense of the Yatoshin district of Otosan Uchi, over which the Yotsu maintain control to this day The Yotsu always seek ways to expand their power base preferably by recruiting suitable individuals. They will never accept a roun from the hairs, however, no one who has bothe another name may bear the name Yotsu.

See page 87 in Chapter I for the Sword of Yuliu prestur class. The Unbroken, During the earliest days of the Clan Warthe powerful Nags sorcerer the Ashlim discovered a group of routh hiding within the Shinomen. These routh had become lainted through battle with the Shadowlands and had sought shelter within the forest to escape persect from Fascinated, the Ashlim used powerful Naga magic to transform the routh granting thom the ability to purge their own Islant by slaying the Tainted. United by their pact to be pure or die in the attempt, the Unbroken set out to desiroy the Shadowlands.

This binaric bend of bandaged ronin was quite active throughout the Clan War, although few realized their occompishments at the time. They beressed the Shadowlands forces that moved through the Crab. Scorpion, and Unicora lands, using the Shadowlands to their base. Many feel in battle, while others were freed of their Thiat, and their ranks grew as other ronin were corrupted by the Shadowlands. Upon the conclusion of the Clan War, Emperor Toturi recognized their accomplishments, granting them leave to remain with the Naga and battle the remnants of the Shadowlands horde within the







Empire. In modern Rokugan, the current Unbroken remainwithin the Shinomen, helping Ghedal (see page 151 in Chapter 4) guard the sleeping race that aided them when no others would. They occasionally make forms into the Empire to investigate accounts of Shadowlands creatures or even into the Shadowlands themselves. The Unbroken maintain close ties with both the Kuni Witch Hunters and the Asalos Inquisitors.

The Gaze of Sun last the origins of this acctatic band of warriom he with the renowned round general known as Sun Tan. One of the most skilled and inaghtful strategists the Empire has ever seen. Sun Tao was also an accompliance duelist. Within the pages of his Book of Sun Tao are not only the secrets of barrie, but also the secrets of dueling. While the styles of the Dragon and Crune dominate the Great Claus percaption of the duel, certain round have taken up the study of Sun Tao's style and seek to perfect them at.

The romin who study the Gaza of Sun Tao are not a particularly organized or cohesive group. It might be more appropriste to say that they share a philosophy. They seek only the perfection of their art, withough many have been known to take on students in order to pass on the wisdom imparted by Sun Tao's reachings. The one goal that does unify and drive the group, however, is to see one of their own take the position of Emerald Champion, This, they feel, will finally gain their style the widespread recognition that it rightly deserves.

TYPICAL ROTURIPROTHERHOOD MEMBER

Human Ftr4/CR4 Medium else humanoid (human HD 4d10+8 hp 28: Init +2 Spd 30 ft., AC 15 (touch 11 flattooted 12); Art. 8 mcloc (1d10+5, ketane); SQ Fighter elections (Wespon Specialization (choose one)); Homan 2, AI LN SV Fort +4, Ref +1, Will +1, Str 14, Dex 12, Con 14, Int 11 Wis 16, Cha 10

Shah and Frats Speak Language (Rokugani, High Rokugani, Cl.mb +3, Jump +2, Ride +2, Swim +1 Wilderness Lote +3, Enderance, Improved Initiative, Wespon Focus (choose one).

Aussessions: Kaiana, masterwork ashigani armor, tanto, any one weapon

THE KOLAT

When the Kami descended from the Celestial Heavens, not all the human tribes wished to obey their rule. Some opposed them, and died. Others field planning for a time when they might return and animake the unnatural society the Kami had created.

The Kout are the descendants of this latter group. They are an extremely recretive organization with the goal of slowly undermitting the samurat caste and shoulding the idea of a Celestial Order. The Kolar helieve that all man are essentially equal, and the samuration (Issue) as a goomination

While from a certain perspective the Kolat's ends may seem noble their means are hardly so. The Kolat exist only by secrecy, and expand their introduce through expandage, brainwashing, and assassination. They believe their once their goad have been achieved, a new order must be prepared to fill the void left by samural. The Kolat Masters will be the planacle of this order, a ruling class chosen through personal achievement, not accidents of birth.

There are always Ten Masters. The identities of all ten are only known to fellow Masters. The west secrecy required for the Kolas to operate requires that even the Masters are not privy to the operations of the other Masters. This excassive secrecy can sometimes be troublesome, but in the long run line policy has helped the Kolas survive.

After the Kami Shinjo nearly wined them out two decades ago, the Kolat have sought a new focus. The new Kolat are tom between their desire to remake the Catestial Order and the more prognatic desire to ensure the organization's existence. For now, the latter philosophy champtoned by Ox Clan da myo and Kolat Mester Morito) seems to be winning out. The modern Kolat are now a highly efficient increasary organization of killers, spies, and impersonators.

Some day perhaps the Kolat will reinstate their plans to remake the samurai class system, but not today. The simple fact is that the Kolat need to rebuild, and they can make an awful lot of koku hiring themselves out to dishonorable damyo

TYPICAL KOLAT AGERT

Human Rog4/Klt3; CR 7; Medium-size humanoid (human); HD 7d6 + 7; hp 35. Init 18; Spd 30 ft. AC touth, flat-forted 8. Am +6 melee (1d4+1 tanto), +7 ranged (no damage but poison, blowgun): SA Sneak Artack +3de damage SQ Evasion, Uncanny Dodge (Dex bonus to AC) Secret Brotherhood Poison Use, Tell No Secrets; Henon, 0; Af. LE: SV Fort +3, Ref +9, Will +4. Str 12. Dex 14. Con 12. Int 14. Wis 10, Cha 11.



Stills and Feats. Speak Language Rokugani, High Rokugani, One of choice), Appraise +7, Built +6, Dipromocy +12, Disguise 11. Forgery 110, Cather Information +5. Hide +12, Innuendo +5. Listen +6, Move Shorely 12, Pick Pocket +12, Read Lips +8. Sense Motive +6, Spot +8; Improved Instiance, Void Use, (Point Blank Shoe and Rapid Fire) or (Dodge and Mobility)

Possessions. Masterwork tanto, masterwork ashigaru atmos, masterwork blowgum, 20 darts, 5 doses Night Milk poison (DC 18, mita, damage 1d2 Con, secondary 1d2 Con)

THE DOOHREHTORB JESNIHS FO

When the Tao of Shinsel was created by recording the converention between Shinsel and Hantel, a new religion was born Since the creation of Shintao, the most devout followers of that raugion have created temples and wandered the Empire sharing Shinsel's wisdom and insight with those who with to boat it

Temples of the Brotherhood can be found nearly anywhere in the Impire, since Shintso is the religion of the Emperor and Rokugan. These holy sites are open to all travelers, and samural are expected to at least simulate respect for the major temples around them. Shrines are typically located in piaces that were important to Shinnes's afe, or locations easily accessible by the populace. Monks live in these temples and shrines, devoting their lives to the study of Shinses's wisdom, hoping to reach the enlightened state of mind that the Little Teacher was blessed with

Monks themselves are a diverse group, as different as the temples they tend. The most common kind of monk is called the inkyo, a retired samumi of age 50 or more. When members of the noble caste reach the age of retirement, they are expected to shave their topknot and contemplate the serene wisdom of Shinsei until their deaths. This is considered a lineary, as the lifestyle of the samural generally does not allow for old age.

Monastic relations with the clans are usually good, as they are an integral part of the religion of Rokugan. Damyo who do not at least appear interested in the windom of the Brother hood are flowned upon. The clans of the Dragon and Phoenix tend to have close relations, on the Brotherhood as they are the most spiritually adept of the clans. The Scorpton do not make much effort to hide their scorn of the Tao, though they do not take any action to directly confront the monks

Today, the Brotherhood of Shinsel has withdrawn from the active role in Rokugani history that it took in the past thirty years. Many mooks have chosen to return to their class of Birth, hoping that the wisdom of Shinse is words will help prevent another tragic war from spreading across sinkingan Others remain in the temples, studying the New Tao and attempting to find some scrap of its mussing half. Their temples remain open to all, however, and the tecent assassination of Toturi the First has caused many peasants to seek out the Brotherhood's guidance and comfort

TYPICAL SHIRTAG RORK

Human Ink5/CR4. Medium size humanoid (human); HD 5d8 + 5; hp 27; Init +1, 5pd 30 ft., AC 12 ,touch 11, flarfooted 13); Att +6 melec (1d8+2, hand to hand or 1d6+3, masterwork bo staff); SA 1d6 t narmed damage; SC; Honor 2: AL NG, SV Fort +5 Ref +5 Will +6, Str 14, Der 13, Con 12 Int 10, Wie 13 Cha 11

Skilis and Feats: Speak Language Rosugam, Concentration 8, Diplomacy +7, Knowledge (Shintso) +7 Perform +7, Tumble 3: Depths of the Void (2), Improved Unarmed Strike, Self, No Self, Soul of the Four Winds, Spirit Strike, Void Use, Weapon Focus Junarined)

Possessions: Masterwork bo steff

ALIII

Many children know stories of black-risk demons who creep in the hight and slit the throats of the unwary. Ninja are universally despised as four men and women who are the anti-heats of the code of Bushido and everything also the Empire holds deat.

Nings are more than myth and rumon and even the defeat of the Living Darkness has not ended the threat of the more mundane minja. Men who dress in deepest black could be hiding in your closet, around the corner, or right behind you. While the Empire publicly denies the existence of minja, behind closed doors nearly everyone agrees they are real.

The clan that has the chosest relationship with the ninja is the Scorpion. Masters of subterfuge and trickery, the Scorpion created the way of the shadow that would eventually be called ninjursu. The Scorpion tend to have the most ninjus under their employ, though every clan has at least one daimyo who has the services of a pinja

Some ninja are nothing more than spies for their lords, not the merciless assassins and possoners of ninja legend. Spies are almost always loyal to their masters, as they give up their own honor daily for the sake of their dainyo

The Living Darkness, once a powerful force, was able to grant our ble and nightmarish powers to its pawns at one im. These were used ninja, moded in appearance effect the Scorpion that the Darkness had duped. These minja had no names, no faces, and no distinction, as the power of the Living Darkness was that it itself was unnamed and unformed. The power of the Darkness was broken at the Battle of Oblivions Gate, and the minja of the Darkness lost their power. However, those who witnessed the horrors these aid a were capable of still awaken suddenly in the middle of the night

TYPICAL RIRTA

Human Nine/CR6. Medium-size hamanoid (human) MD 616 + 6 hp 28 Init +9 Spd 50 ft., AC 13 (touch 13. flat footed 10): A₁... +10/+5 meles or ranged (1d4+3 plus poison, masterwork siguchi): SA Sneak Attack +3d6, SQ Uncanny Dodge (Dex bonus to AC, can't be flanked), Ninja Dodge +2, Poison Use, Honor' 0: AL NE: SV Fott +5, Ref +8, Will +3, St. 18. Dex 17, Con 13, Int 14, Wis 10, Cha 10; Shadow Thirr +1

Skils and Feats, Speak Language (Rokugani), Bluff +9. Climb +7. Disguise +7, Iscape Artist +10, Hide +12, Listen +6, Move Silently +12. Spot +6, fumble +12. Improved Initiative, Mobility, Spring Attack, Void Use

Possessions. Masterwork asguchi, caltrops, climbing gear, two does of spider venom (Injury DC 13, 142 Con/d4 Con), two does of dripping posson (Ingested DC 18, 144 Str/144 Str and 144 Con).



ENO KIDNESSAN

The Akodo Daggers of the Lion Clan

These five ornate weapons were forged by the artisans of the Crane clan over a thousand years ago in an attempt to heal the rift between the Lion and Crane clans. One was given to each of Akodo One-Eye's five sons, and they have been passed down from father to first-both ever since that time Unfortunately, several of the daggers were lost when the Akodo family was desolved following the Scorpion Clan Coup. Now that the Akodo have returned, only two of the daggers have been accounted for

An Akodo dagger is a +2 kern masterwork tanto. The prestige of bearing such a weapon grants its rightful wielder +1 to Diplomacy checks when it is worn viribly. The Akodo daggers possess the numbs enchantment

Armor of the Emerald Champion

One of the oldest and most recognizable artifacts in the Limpire, the armor worn by the Emerald Champion was crafted centuries ago by the finest armorers in all of Rokugan. Countless enchantments upon the armor preserve both it and the samura, who wears it

The armor of the Emerald Champson is +3 lamellar armor that allows a maximum Dex bonus of +6. Because of the prestige and renown the armor carries, its rightful owner galax a +1 Charisma horsis as well. (be numerous enchantments that protect the weaver from harmful magic grant hum a +2 on all saves years spells.

The Drass Gong of Otaku Massero

Awarded to and named after a stable boy who saved the precious Otaku Stables from a terrible fire, the Brass Gong of Otaku Masero is a sacred artifact of the Unicorn Clan The gong is reserved for use at the most solemn or pressigious occasions; permission to ring the gong or to keep the gong until its next use is a great honor.

When the gong is ring, all who hear it are overcome with a feeling of peace as if they had been the target of a culm emotions spall by a cleric of level equal to theirs. In addition, myone who is meditating when the gong is struck automatically receives all of their Void points back so long as they meditate until the sound of the gong fades completely (approximately 10 minutes. The individual chosen to hold the gong during the ceremony receives a permanent competence +1 bonus to their Concentration skill. This bonus is only granted when the gong is rung during an official ceremony.

Golden Obi of the Sun Goddess

A relit from the early days of the Centipede Clan, the Golden Ohr was crafted by the first generation of the Moshi family. The Moshi were devout followers of Lady Amatemsu and wor shiped the Sun every day of their lives with a simple devotion and piety that was unrivaled anywhere in the Empire. When the original Isawa Moshi was an entremely old woman, she walked to the cliffs overlooking the sea and used her magic to soar into the sky. No trace of her was ever found save for her obi which fluttered back to the ground to test on the precipice from which she had leapt. The Golden Obi of the Sun Goddess remained with the Moshi family for centuries, just recently, the aged Moshi Jukio bestowed it on Totari Isudao, what wears it to this day.



The Golden Obi of the San Goddess may heal its wester just as if a heaf spell had been cast upon him or her by a clerk of the 10th level. This may be done up to three times per day, and is done whenever the wester wishes it. It takes place immediately. The wester of the Golden Obi also gains an additional +104 damage bonus against any Shadowlands creature.

Katana of Fire

The first of the five Elemental Nemuranal to be crafted, the Katana of Fire is a potent weapon with frightening destructive power. During the Clan War, the katana found its way to Shiba Esukune, a prominent Phoenix samuration. In her hands, the blade served its purpose well, returning balance between good and evil by claiming the lives of countless Shadowlands spawn during the second Day of Thunder The katana deappeared from her possession shortly after the Day of Thunder Its current whereabouts are unknown.

The karana of fire is a +4 flaming karana with the speed enchantment. In addition, twice per day, the wielder may



spend a Void point to cast fireball as if he or she were a wizard of equal level (if the wielder is less than level 3, the wielder casts the spell as a *rd level wizard).

Melwaku Fans of the Scorpion Clan

Two conturies ago, young Asahma Meiwakus grew weary of her position as a political bride to Sosbi Toraburu, an illustrations shugenja in service to the Scorpson Glan. Determined to prove hot loyarty to her new clan, Meiwaku used all of her knowledge of Asahma magic to craft a simple but lovely fan with hidden takens. Upon presenting it to her husband, she simply usked that he present it to her father the next time Toraburu visited the Crane. He agreed. Much to his surprise, he tearned a short time later that while Meiwakus father held the fan Toraburu could read his thoughts.

Hell ghted, torahuru begged his wife to make more fans. She agreed only on the condition that she be fully inducted into the Scorpton Clan. Totahuru readily agreed, and the recemony was attended by many high-ranking members of the clan. On every anniversary of that ceremony, Meiwaku presented another fan to her husband. There are now 17 fans in

the Scorpion's possession.

The Meiwaku Fans appear to be nothing more than simple fans of the type used by courtiers throughout the simple However when presented to another as a gift, the fans have a powerful magic effect. The person who gives the fan may, by apending a Volume 1 and 1 c thoughts of the person to whom it is given This effect is easily like that of the spell defect thoughts, and has a maximum distaction of a number of minutes equal to the giver's maximum number of Votal points

Mempo of the Void

Created with the dying breath of two mortal shagenja, the Mempo of the Void was the last of the five filemental Nemuranal crafted at the beheat of the Oracles. The purpose of these powerful artifacts was to be sence the scales between good and avil after the creation of the Elemental Terrors by the Dark Oracles of the Shadowlands. After being found in the Unicorn lands, the Mempo eventually fell into the hands of the renowned Lion tucheran Kitas Moiso. Although unawate of the item's true power the Mempo did allow Motso to see past his faise a legisince to a possessed Emperor and lead half the Lion armies against the Shadowlands, perhaps changing the outcome of the Clan Wat.

The Memph of the Void is a helmer that adds a +1 deflection bonus to the AL of the wester. This bonus is cumulative with whatever other armor the samitral may be wearing. The Mempo conters upon its weater a +10 Void bonus to all saves against any spalls that attempt to control or influence the weater's thoughts. If the weater does not already possess the feat Void Uso, he gains the feat white weating the Mempo. The weater's meaning number of Void points is increased by 2 so long as the Mempo is worn.

The Merchant Coins of the Grane Clan

Crafted by the legendary shugenja and artisan isawa Asahina, the Merchant Co no were a gift to the Yasuki upon the founding of the Asahina family of the Crane Ulan. At that time still among the families of the Crane, the Yasuki made good use of the coins until their detection to the Crab Clan, when many of the 24 golden coins were lost. Twelve of the coins have temained with the Doji family for centities, only recently having been passed to Yasuki Hachi, the new dainyo of the Yasuki family. Many believe that his possession of the coins confers legitimacy upon Hachi's recent appointment.

The Merchant Coms are two sets of 12 goiden coms, 24 m all, each identical in appearance to normal koku save for their brightness and beauty. Each coin bears the symbol of an animal, one of the twelve for which the hours of the day in Rokugan are named. The bearer of one of the coins, during the hour named after the animal represented on the coin, receives 4+15 enhancement bonus to all Appraise, Bluff, and Diplomoty checks involved in the cale or purchase of goods.

Shuriken of Scrpents

Believed by many to be merely a myth, these insidious weapons have been reported from time to time throughout Rohugan's history. Experts on nemuranti who believe these weapons to exist theorize that they are eather the result of some foul maho rimal or originate from an unknown form of gallin sorcery. Regardless of their origins, these deadly weapons are found only in the hands of the most sinister and dangerous assassing

A shunken of serpents in a +3 ranged weapon with a range increment of 20 feet and a damage rating of 2d4 (crit X2). Any creature struck by the shunken is also subjected to the effects of black adder venom (Injury DC 12, initial damage: 0, secondary damage: 1d6 Strungth). The shuriken of serpents pos-

cases the returning enchantment.

Twilight Lauterns of the Dragon Char-

Highly valued by adventurous members of the Drugon Clanthe secrets of creating the Twilight Lanterns were nearly lost when the Agasha family defected to the Phoenix Clan. Fortunately, a member of the new Tamori family recreated the process, and now these sample and practical devices are often found in the possession of prominent Gragon Payelets.

Twilight lements contain a single fire spirit, and therefore require no fuel to produce light. Upon a verbal command, the lantern emiss light just as if it had been the target of a light spell. The lantern also recognizes verbal commands to brighten, dim, and extinguish. Once per week, the lantern requires a successful Knowledge (Arcana) check versus a DC of 12 or the spirit will leave the lantern, rendering it useless.

Yasuki Hohiro's Bag of Necessity

Yasuln Hohim is one of the most femous damyo in the Crab Clan's bistory. The tinumerable tales of his life cannot possibly all be true. The Yasuln family of the Crab insure that the best-known story is indeed true that Hohiro acquired wealth so expansive during his lifetime that he could neither spend it all not even store it. Instead, he wandered the land giving it to the poor among the Crab persantry. The bag that he wore on his hip is said to have been transformed by his good karma into an nemuration of extreme practicality. It was carried by every Yasuki damyo after Hohiro until the appointment of Daidoji Hachi as the new damyo of the family. Thus fat, the Crab Clan has refused to relinquish any of the Yasuki birthrights to someone they consider to be a base usurper

The Bag of Necessity appears to be a normal bag of the usual type, and can hold up to 4 pounds of material. Only when 4 is empty, however, do its true qualities come to light. At any time the owner of the bag may reach inside and find the exact amount of money he requires for something he needs, Norice that the word is "need" rather than "want" Trying to purchase an expensive kimone or a weapon would not work, but a next is lodging at a pleasant into or a filling meal would be puid

lot



COUT KIDIZETERA TO TERES OF ROKUGAN

KARSER

Medium-sixed Outsider (Incorporeal)

Hit Dice: 2d8 (9 hp) Initiative: +1 (Dex) Speed: fly 30 it. (perfect)

AC: 13 (+1 Deg. +1 deflection)

Attacks: Incorporal touch 13 melec

Damaga: Incorporeal touch 1de temporary Wisdom

Foco/Roach: 5 ft. by 5 ft./5 ft. Special Attacks: W.II save drain Saves: Fort +3, Ref +9, Will +4

Abilities: Str 8, Dex 12, Con 10, Int 11, Wis 12, Che 13 Skills: Bluff +6, Knowledge (maho) +5, Listen +5, Spot +5

Featis: Weapon Finesse (Incorporeal touch)

Climate/Terrain; Any

Organization, Solitary (outside Shadowlands), handls (2–5, Shadowlands)

Challenge Rating: 7

Treasure: None

Honor/Alignment: 0/Chaotic Evil

Advancement: 3-4 HD

The scanson are the corrupted spirits of the Shadowlands. Similar to the kemi in many ways, the kanson are a serious threat to any shugenja who attempts to east spells within the confines of the Shadowlands. Instead of having elemental spirits respond to their call, many shugenja discover that they have instead summoned a broad of kanson

Incorpored, the kansen appear as slightly distorted pockets of filthy air. They are not truly composed of air, but rather the essence of the Taint that permeates the Shadowlands. They are

all elements and none

COMBAT

Kansen are malicious but cowardly. They attack the weakest member of a parry, attempting to drain their energies until their victims are nothing but empty husles, vessels for the Shadowlands to re-unimate as undeed abominations in service to the dark lord Fu Leng. If they are losing, however, the kansen quickly flee

Wisdon Damage (Stt): The touch of a kensen deals 146 points of temporary Wisdom damage to a living fee A creature reduced to a Wisdom is teduced to helpless catatonia until restored

thank Whispers (Su): The kansen know many dark secrets of power, and whisper teropting promises in the ears of all they meet A kansen may spend a round whispering to a living creature, who must succeed at a Will save (DC 10) or suffer effects exactly as if they had been the target of a charm person spel, cast by the kansen. Living creatures who succumb to Dark Whispers often become meho-tailor initiates unless an intervention is attempted. This is a supernatural ability.

Incorporeal: Kausen can only be harmed by other incorporeal creatures, nemuranal of +1 or better, or magic. Even magical corporeal weapons have only a 50% chance of damaging a kansen. The spirits can pass through solid objects at will, ignore all armor with their own incorporeal truth and always move silently.

Maho: Kansen can teach maho to willing students. Any person taught by a kansen who meets all other requirements of the maho-tsukar prestage class may immediately enter that class without fulfilling the requirement of 6 points of the Shadowlands Taint.

FREE OGRE

Large Giant (Shadowlands)

Hit Dice: 8d8+24 (60)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft

AC: 71 (-1 size, +1 Dex, +7 natural, +4 partial armor)

Attacks: Huge greatclub +13 males; or Huge yert +6 ranged

Damage: Huge greateinh 2d6 +10; or Huge yari 2d6 7

Face/Reach: 5 ft. by 5 ft./10 ft

Special Attacker -

Special Qualities: Damage reduction 5/jade, Scent Tribal

Sense, Immortality

Saves: Fort +9, Ref +3, Will +3

Abilities: Str 24, Den 12, Con 17, Int 12, Wis 12, Cha 12 Skills: Listen +6, Spot +6, Knowledge (shadowlands) +6

Feats: Power Attack, Cleave, Improved Institutive

Climate Terrain: Any land

Organization: Solitary, gang (2-7), tribe (10-20)

Challenge Rating: 5 Treasure: Standard

Honor/Alignment: 0/Neutral Evil

Advancement: By character class

Since the morral death of Fu Lang, many ogres who dwell in the Shadowlands have begun to discover a strange phenomenon: they are slowly growing more intelligent. Ogres who have escaped the Shadowlands have known of this for years. As their memory returns, they recall a great empire of ogres that existed long before the fall of the Kams. For years, these free ogres have clowly been organizing themselves for a say when they can rise up against the humans and was back the world that was once theirs.

Free ogres tend to be quicker, smarter, and far more devious than their Shadowlands-bound counterparts. Datgotsu, the new Lord of the Shadowlands has not only noticed this trend, but has embraced it. He has forged an alliance with these ogres, embracing them as allies where Fu Leng once punished them as slaves. The free ogres lead actives of bakemono and lesser out as well as their man kind, and have started to establish training dojo in the Shadowlands and in the deep mountains of the Scotpion, Ogne bushs are among the most feited warriors in the Shadowlands.

COMBAT

Free ogres are hardly mindless brutes, and tend to rely upon cunning as much as strength. They do not neglect their raw physical might, however, and use their superior size and power to quickly crush human foes. Free ogres rarely light to



the death, preferring to withdraw ant, plan to defeat their files at a tate; time

tribal Sense (Su): Free ogtes can unertingly detect the nearest group of five or more ogtes, regardless of range. It is this link that allows them to find one mother when they begin to tecover their self-awareness. This is a supernatura ability.

Immortality (Ex): Free ogres do not die of old age, and are immune to all diseases. Their methods of reproduction are unknown, but are presumed to be very initequent. This is an extendinary ability.

FREE OGRE SOCIETY

Ogre ments by is war-axe, vengeful, and violent Ogres have no sense of honor other than loyalty to their own kind. They have an appente for flesh (though they do not eat other ogres, and prefer to devour their meals alive. Ogres consider humane patheric ereatures useful only as slaves or food, Ogres society is extremely militant; each ogre has an exact rank and station. Promotion comes through a monthly ceremony of result unarmed combat or through sometity. Anything that is not as ogre as an exact rank and station.

Ogres are only conflorable in a position of command. Free ogres work beside other Shadow, and screatures if it is in their best interest, such as their alliance with Daigotsu. Ogres consider troils and goblins worthless cannon fodder. Under no conditions will an ogre willingly work with Nezumi and they slay Ratlings whenever possible. A free ogre will never stoop to earing a Nezumi, as they besieve the rat's cowardice will infect their blood.

FREE OGRE CHARACTERS

It is not recommended to make free ogre player characters (this extremely powerful race would require a level equivalent of Class Levels + 9 as per the tules in the Dungson Master's Guidel's). Free agre NPCs tend to be fighters or betserkers. The occasional free ogre sorrever is twee in the extreme, and highly prized by the tribe

AMITUM

Emy Fev (Spirit)

Hit Dice: 1d6 (9 hp)

Initiative: +9 (+5 Dex. +4 Improved Inma.ive)

Speed. 20 ft fly 90 ft. (perfect)

AC: 19 (+2 size. +5 Dex, +2 deflection)

Attacks throw item +6 ranged

Hamager by thrown item (maximum 144-2 damage)

Face/Reach: 2/4ft by 2/44/04

Special Attacks: Sped-like abilines, throw ttem

Special Qualities Incorporea, Damage Beautance 50/+5.
Shadow vulnerability, ward vulnerability. Tour immunity,
Improved Evision

Sevest Fort 0, Ref 7, Will +1

Abilities: Str 6, Dex 20, Con 10, Int 12, W.s 8 Cha 15

Skills: Bluff +6, Disable Devico* +9. Hide +13, Knowledge

(Sakkaku) +5, Knowledge "shadowlanda) +5, Listen +3. Pick Pockets* +13, Spot +9, Tumble +9.

Feats, Enproved Initiative, Point Blank Shot

Climate Terrain: Any land Organization: Solitary, park (1–4), mob 10–50 Challenge Bating 1
Treasure: None
Honor, Alignment 0/Chaotic Neutral
Advancement: 2-4 HD (Smail) 5-8 HD (Large)

Mujina are squat orange humanoids native to Sakkaku, the ken in of Pricksters. They occasionally wander into the mortal world in places where the barrier netween the worlds is weakest, mostly in the Shadowlands. They have a mischievous sense of butnot and are known to pull embarrassing pranks on humans, especially samura, whom they feel deserve it for being full of themselves. They have a raw hatred for the inhabitants of the Shadowlands, but are far too cowardly to do anything about it much of the time.

Mujing are friendly toward Nexum, and usually spare them the brunt of their pranks. They are especially respectful to Rathing Conjurers, to whom they owe their invulnerability to the Tair.. The Crab have little tolerance for Mujing, and have developed a manibe, of magica, ways to put the annoying crea-

ures to work in die 1 aug tames

COMBAT

Mujina are cowardly opponents, and avoid direct conflict. They seem to have an aversion to harming living creatures and racely kill an opponent (at least not intentionally). They prefer to have and annoy, then wander away once they get bored. If they encounter a fee who can actually harm them, they flee at the first opportunity.

Spell-like Abilities: at will — deter magn, dimension door (self only), ghost sound invisibility (self only), open/close, prestidigitation. These abilities are as the spells cast by a 5th

level sorcoror (save DC 12+spel, level).

Throw Item (80): Though naturally incorpored, intilination lift and carry any object that weight five pounds or less, and attack by harling said item through the sir. They rend metivor rotten truit or fragile valuables. This is a supernatural ability. Items not typically used as thrown weapons have a range increment of 10 feet.

Incorporcal: Can only be harmed by other incorporcal creatures. +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporcal source (also note Damage Resistance). Can pass through solid objects at

w.L. A.ways moves atlently.

Shadow Vulnerability: Any effect which completely removes a majora's shadow causes it to remon to Sakkaku from whence it cannot return for thirty days. Any effect which controls shadows alows control of the majora as well (as if dominate monster had been cast upon it). The majora receives a Will save each hour it is controlled. If it succeeds, irregains control of itself and flees. Mujina whose shadows are bound within Kim, crystal in secret ritual known only to the Crab) are controlled by the beater of the crystal, so long as it remains intact.

Ward Vulnerability Any protection spel, ev good chaos, or law) compately hedges out musing and keeps them from attacking the worded area. In addition, they must make a Will save when they look upon any such warded creature (use the casters appropriate ability modifier and the leve, of the spel, to determine an appropriate save DC) or become frightened, sleeing at the first opportunity.

Taint Immunity (Ex): Mujina are completely immune to the Shadowlands Taint. This is an extraordinary ability. Mugina

may not east mario.

Skills: "Mujina receive a +4 racial bonus to Disable Device and Pick Pockets checks



EZRHT KIDNESSEN NOISKEUNOS ZULS

Converting characters to the d20 System¹⁰ from the Legend of the Five Rongs Role-Playing Game¹¹¹ may seem a dainting process, for the two systems are cutternely different. However, with a but of flexibility and parience nearly any character can be easily transferred from one game to another.

STEP ORE: ABILITY SCORES AND TRAITS

Each trult in Legend of the Five Rings RPG can be associated with an ability score in the d20 System?" See Table 7-1

TABLE 7-1: TRAITS TO ABILITIES

LSR Trait	d20 Ability	
Agility	Dexterity	
Awareness	Chansma	
ntelligence	Intelligence	
Perception	W sdom	
Reflexes	Dexterity	
Stamina	Constitution	
Strength	Strength	
Widpower	Wisdom	

Converting from LSR RPG to d20: Compare the character's Trait with the comparable ability score on Table 7.1. In the case of Wisdom and Desterity (both of which are determined by two different Traits in LSR) use the lower of the two Traits, and add +1 to the final ability score for every point of difference between the two.

For example, Fred wonts to convert Hida Tadashino to the d20 System. In figuring Tadashino's new Dexterity, Fred notes that the character has 4 Agility and 2 Reflexes. The lower trust is Reflexes; his 2 converts to 106+7. Fred rolls a 5 on the d6, and adds 7 to get 12. Since Tauashino's Agility trait was 2 points higher than his Reflexes, Fred adds another 2 to Tadashino's Dexterity, for a final Dexterity of 14.

Converting from d20 to LSR RPG: Find the range into which the ability score folls in the right-hand column and read the 15K Train from the left-hand column. If a character has an ability score of 8, 13, or 16 (each of which is duplicated), randomly determine whether the associated Train falls into the higher or sower category.

TARLE 7-2: TRAIT SCORES TO ABBUTY SCORES

TEL PER LINGUI D	COMES TO MERCHIN SA
LSR fruit	d20 Ability Score
7	3-8 (2+1d6)
2	8-13 (/+ldb)
3	13-16 (12+1d4
4	16-19 (†5+1d4)
5	20-21 [19+1d2]
6	21
7	22
8	23
9	24
10	25

Void All characters translating from LSR to the dtu System must take the Void Use feat at 1st level. All characters with more than 3 Void should seriously consider learning the

Depths of the Vold feat. These fears are not gained for free, but must be purchased normally. If a player does not wish to spend his feats on Depths of the Void, he does not have to, but he abould keep in mind his character will have far fewer You Points if he chooses not to buy the feat,

STEP TWO: CHARACTER LEVEL AND RANK

Converting from LSR RPG to d20: The character's Insight (in L5R) corresponds to the character's level (in d20). Use Table 2-3 to determine the character's proportionate level of expertise. Translated characters do not get to raise an ability score for every four levels they have already gained though after translation they may do so normally as they proceed in level.

Converting from d20 to L5R RPG: Find the d20 character's level in the second column and then cross-reference it with the third column (Experience Points). Use this amount of experience points (along with the standard 40 starting Character Points) to build your 15R RPG character.

TABLE 7-3. LSR INSIGHT TO dZO LEVEL

L5R Insight (Rank)	d20 Level	Exparience Paints
0-120 ,1,	1	0
121-135 (1)	2	5
136-150 1)	3	15
151-159 (2)	4	50
160-167 (2)	5	58
168-175 2)	6	67
176-184 (3)	7	75
185 92 (3)	В	100
193 200 (3)	9	125
201-209 (4)	10	150
218 225 (4)	12	220
226-234 (S)	13	240
235-242 (5	14	260
243- 250 (5	15	280
251-263 (6)*	16	300
264-275 (6 *	17	350
276-288 (1)#	18	400
289-300 ,719	19	465
301+ (8)*	20	523
All I Company		

*Rules for playing characters above Hank 5 can be found in the Legend of the Five Rings Second Edition Clame Moster's Guide.***

STEP THREE: CHARACTER

CLASS/SCHOOL

Converting from LSR APG to d20: For many characters the transition between an LSR schools rend to offer far more general training than a typical d20 character class, while acquiring levels in multiple classes in the d20 System²⁴ is far easier than the process of attending multiple schools in LSR. A character with only one school in LSR may not be most accurately represented by a single class character in the d20 System.¹⁵

For example, members of the Yasuki family may desire a few with of rogue to portray their underhanded business assumen Crane making may take a few levels of courtier to emphasize their political stills, and most Shosura will probably want at least one level of nings. Above all, emphasize common sense and the spirit of the character when translating. As long as the final version does not recove an experience penalty and the DM approves, recreate the character in the manner you feel is most accurate.

APPENDE ROLLES

Most bush schools translate directly assumum, sometimes as fighters or tangers. Assume that students of any major bush school are samma, at least in part. Look to the favored class of the family that spousous the school as a guideline for the sort of class that bes depicts the school as a guideline for the sort of class that bes depicts the school. The Shinjorfamily, for example, favors the ranger class. Thus, it can be presumed that most of their samura, are either rangers or (more likely) multi-class samurai/rangers. Characters who rely upon Bull. Attack a great deal (such as Matsu and Hida characters may wish to consider becoming betserkers.

Shingenja siways translate as shugenja. Under almost all circumstances shugenja should not be multi-classed. Some notable exceptions are the Kum Witch Hunters, Asako Henshin, and Kitsu Sodan-Senzo, which translate mose accurately as multi-class shugenja/inkyo. These characters should consider taking the Steady Soul feat so that multi-classing will be

essier to best

Any character that reaces heavily upon social interaction and intrigue translates as a courrier. This includes Yasuki Merchants, Kasuki Magistrates, Ide Emissaries, Ikoma Omoidasu, and (obviously) any school with "courtier" in the title Courtier characters areally asways malti-class, so don't be affaild to do so when translating the characters.

Monks translate as either monks or inkyo, depending on the style of character. Those with a more markal slant become monks. Those more focused upon the more areane style of king (the various Oragon king, Vold king, etc.) are more likely

to become nkyo

Characters focused on stealth, espionage, and assaurant ation become nings. Obviously, this includes Show messassins, but this category and encompasses a handful of Hiruma and Daidoji characters as well. If the character is merely sneaky, make him a rogue. If the character is specially all the analysis and sassistation (whether of other people or Shadowlands monaters) then he should translate as nings.

Converting from 420 to LSR RPG: Characters who have even one level of shugenja must become shugenja. Berserkers, fighters, and samura, should probably enroll in the bushi school, of their class, or another school with a heavy focus on combat. Monka and inkyo translate as monks, using the rules in Way of Shinsel. Rogues will transfer as scouts, assassins, or possibly magistrates depending on which schools are averable to your clan and the style of character you're playing Courtiers will either transfer to the most politically oriented school of their clan or must select the Different Schools advantage to attend the log or Bayushi Courtier school

It may be difficult to transfer a muticless character from a20 into LSR. Common sense and the character's background should rule overall here. Pick a school that best symbolizes whichever case the character had the most levels in, and then

select skalls that reflect his other abilities.

STE? FOUR:

ADVARTAGES/DISADVARTAGES AND FEATS

Unfortunately, a number of Advantages and Disadvantages are ost in translation from LSR to 420 (though this in no way means that you cannot continue to role play them normally, likewose 420 characters translating to LSR may lose access to some of their feats, the best rule to use in this case is, once again, simple common sense.

It you wish to translate an LSE advantage into a bonus to a a20 stat (such as turning Benten's Blesting into a +4 Charisma bonus) merely wik the DM's permission before doing so. Note

that a number of advantages now have least of the same name (such as Strength of the Earth and Death Trance). If these feats are available to your character, you should consider learning them.

In translating from #20 to LSR, consider which Advantages and Disadvantages fit your image of your character, and then purchase them accordingly. Keep in mind that many Advantages can be purchased using Experience Points as well as Character Points, but at twice the normal cost

Some Advantages and Disadvantages that require special consideration

Ancestors: If you possess an ancestor in LSR, you may wish to consider purchasing an Ancestor Feat in 420. Not all ancestors are available, but choosing one with a similar ability and changing the name is allowable.

If converting from 420 to LSR, check through the Way of the Claus" books to find the ancestor that matches the one you

shave in d20

Different School. A character with this advantage begins the game with a different clark school than normal. For each ple, a Crane who has Different School: Crab may choose Crab feats normady, but has no access to Crane feats. The character need not purchase any feats to emulate this advantage as it is as much a hindrance as a bonus.

Multiple Schools , he character should purchase the

Multiple Schools Fest for the appropriate clan-

Shadowlands Taint: Shadowlands Taint translates very smoothly between systems. The character gains 10 Shadowlands Points for every Rang of Taint he had in LSR, and keeps

any extraneous points of Taint as wel-

Shadow Points: The Lying Darkness will be covered in more detail in the forthcoming Creatures of Rosugan. For now, samply use the mechanics presented for the Shadowlands Taint, but keep track of Shadowlands Taint and Shadow Points separately. Shadow Points may be used in all of the same ways as Shadowlands Taint may be used and increases in the same manner. Advantages gained by the Shadowlands Taint and Shadow Points stack.

Choosing Feats for LSR RPG characters: After you have chosen all the necessary feats to emulate your LSR character's abilities, simply choose the rest of your feats as you deem fit. So long as they maints in the spirit of the character, this is fine

STEP FIVE: CORVERTING SKILLS

Figure out the skill points allotted to a character of your level, or the experience points due to a character of your insight, then spend them normally. Make sure that the skills your character presented in the original system are represented in your new character or come as close as possible

Table 7-4 dats a large number of skells from the SR system

along with their 420 equivalents.





TABLE 7 4: SKILLS				
LSR S		day eldila		
		d20 Skills		
Acting	s red Medicine	Perform/Disguise		
	al Husbandga	Described to the state of		
Appra		Appraise		
Artisa		. @erform		
Astrol		Knowledge (astrology)		
Astro	nomy.	Knowledge (astronomy)		
Athlet	ics	Climb jump, Balance, Tumbie		
Autop	rsy	тоwledge (anatomy) Heal		
Bard		Perform		
	raphy.	Profession (scribe)		
Ciphe	ſ	Decipher Script		
Climb		Climb		
Comm		Profession (merchant)		
	ersation.	Diplomacy		
Court	ier	Dipiomacy		
Craft		Craft		
D plo		D plomacy		
Davin;		Sory.		
	eering Kho	wledge (architecture and engineering)		
Escap		Escape Artist		
Evasio		Knowledge (etiquette) Hide		
Explos		Aichemy		
Faucor		Handle An mai		
Fastin	or and a second	Concentration		
Fletch	ierv	Craft (fletchery)		
Forge		forgery		
Camb	line But	ff, Sense Motive, Profession (gambler)		
	1 Culture	Knowledge (gohi n.c. dure)		
Gossi		Gather Information		
Herah		Knowledge (nob lity and royalty)		
Herba	llsm:	Profession (herbaust)		
Histori	nd	Hide. Move Silently		
Histor		Knowledge (h story)		
	manşlup	Ride		
Hanti		Widerness Lare		
atjut s		jutsu Focus 'see Overtal Adventurestu)		
chi-M		Spot, Sense Motive		
	dation	nti midate		
Venet	igation	Search Spot, Sense Motive		
Kagak Kuena		Ajcheny		
Law	1)	Knowledge (orimine, underworld) Knowledge (law)		
Locks	raith	Craft (locksm th)		
Lore	indian.	Knewledge		
	oulition	Sense Motive, B uff		
Med c	ire	Heal		
Medit		Concentration		
M mr		Profession (miner)		
Moksi	ria .	Knowledge (Moksha)		
Moun	ta neer	Climb		
Music		Pérform		
Naga	Language	Speak anguage (Naga)		
Nazoo	io	Spot Search, Sense Motive		
	zazelh	ntimidate		
Omen		Knowledge (omens and folk magic,		
Orațul	ry/Rhetoric	Perform		
Ortgar	ní	Craft (orlgam)		
Painti		Profession (painter)		
	teching"	Perform		
	g Speech	Speak Language (Nezurn)		
	an Language			
Seduci Shinta		Bruff, Diplomacy		
១៧ កាណ	ur.	Knowledge (Shintao)		

Siegė	Knowledge: Architecture and Engineering
Sincerity	Bluff, Diplortacy
Sie ght of Hand	Pick Pockets
Spell Research	Spellcraft
Stealth	Hide, Move Sciently
Theology,	Knowledge (Fortunes)
Traps	Craft (trapmaking)
Tropical Fish	Knowledge (tropical fish)

STEP SIX: FIRAL TOUCHES

Honor: Your character's Honor Rank is the same in either system

Alignment: If you choose to use alignment in your d20 campaign then review the a graments ,see pages 63-65) and determine which best fits your character.

Glory: There are no Glory rules included with a20 Rokugan, though you could use those presented in the Legand of the Pite Rings system with no difficulty. If converting to Lift, ask your GM what your Glory Rank is. Use the table on page 80 of the Lift Came Master's Guide as a guideline

Spells and Kiho: Translating spells and kiho may present some challenges. A number of spells and kiho have stightly different effects, or are more or less difficult to access depending on the system. Again, common sense should be the general guideline, select anilities dua make sense for your character to have. The anilities you gain should make up for any you migh, have lost

Equipment. Your character retains al. of the equipment and possessions he owned. The DM may judge that some of your high-quality items are now magical in the d20 System? See character wealth by level table in the Dungton Mastra's Stude. For an estimate of character wealth by level. This will help in determining how powerful your character's items should be As a ways, common sense should tule. If your character didn't have a flaming sword before, he doesn't have one now Try to stick to more subtle items (heen edge weapons, if armor, havin of resistance, rings of protection etc.) that your character could conceivably have owned and used though he never requized their true value.

If converting from d20 to L5R, your character's weath probably drops dramatically. Divide your current gold by 20 to get koku. Also, d20 magical weapons are likely to be high quality in the L5R RPG, and gain an extra the to hit, or for damage, or both.





TOURS TOURS OF SUGGESTED SUGGESTED SUIDNES

For those who wish to know more about Rokugan, this book is only the tip of the teeberg. Alderse Entertainment Group's Legend of the Five Rings Rose-Playing Game™ goes into an even greater amount of detail on each of the Great Claus. Even for those players who use the d20 rules, each of these supplements holds a wealth of setting, history, character backgrounds, and other information that can be easily used in any rules system. Here is a brief summary of what you wil. And in each book

UAY OF THE CLARS

Each book to the Way of one Clans™ settles describes the origins and history of a major faction in Rokugan. They also present a good deal of other information about the Empire itself

Book One: Way of the Dragon — Uragon philosophy, alchemy, and swordsmanship

Book Two: Way of the Unicorn

Caijin lote and the Unicorn
exploration of the lands outside
Rostigan

Book Three: Way of the Crub The history of Rokagan's war with the Shadowlands.

Book Four: Way of the Crane — Rokugani art and culture.

Book Five Way of the Scorpion

— Espionage, subversion, and
general villany.

Book Six: Way of the Lton — Military ranks and organization. Famous bartles

Book Seven: Way of the Phoenix — Religion, the Fortunes, and shingenja duels

Book Eight: Way of the Naga — Naga culture and the mysteries of the Akusha.

Book Nine: Way of the Minor Clans
The history of twelve different Minor Clans.

Book Ten: Way of the Wolf Route and Rokagani society.
How they fit in, and how they don't

Book Eleven: Way of Shinsel — Shinselst philosophy and monestic organizations.

OTHER LEGERT OF THE FIVE RINGS PRODUCTS

The Book of the Shadowlands — The Writings of Kuni Mokuna describe a number of the Shadowlands' strange denizens and their ecology, and films at their origins

The Second Book of the Shadowlands: Bearers of Jade Another .ook at the Shadowlands.

The Merchant's Guide to Rokugan — The history, goals, and organization of the Kolat Unexpected Allies — A wealth of character histories and backgrounds.

Walking the Way — The lastory of Rokagan's rarest speals.

Adventure books.

Way of Shadow — Tales of the Lying Darkness and its effect upon the Empire.

Way of the Radling — Culture and history of the Nezumi

Way of the Shadowlands — How to use the Shadowlands
faint as a driving force of the comparing Using the faint
within a player character party

Winter Court. Kynden Assko — Folk magic superstitions court, y instilts, castle construction, and the Imperia. Legions.

Winter Court: Kyuden Kakita Apprenticeship, training, ghosts, and how the Emperor's lew deast with the Taint Winter Court: Kyuden Seppun — History of the

Otomo and Seppun families. Rokugani eriquette, festivals, and courtly behavior

City of Lies boxed set — The largest city in Scorpion lands and the people and plots that

thrive there.

Ocoson Uchi boxed set — The imperial capital, with three books, maps, and the Scorpion Glan

Tomb of luchthan howed set — A dungeon crawl through the most dengerous pince of stolltecture in Rokugar

SAMURAI RESOURCES

The following is a bib, ography of books and movies that have influenced the Legend of the Flookings world. For those with the arge to learn more about the real history myth, and legends of the samural world we could not recommend the works on this list more highly.

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APPENDIX FIVE: GLOSSARY OF ROKUGANI RETT

Agasha. Fortnerly of the Dragon Class, the Agasha defected to the Phoenix nearly three decades ago, taking much of their unique alchemical magic with them.

Akodo: A family of honorable warriors and racticians, the Akodo-serve the Lion Clan

Asahina, A fam...y of pacifistic shugenja that serve the Crane Clan

Asako: Pethaps the most mysterious family in Rokugan, the monk-like Henship of the Asako family serve the Phoenix Clap with their strange ways and methods

Bayushi: Cunning and deceifful, the Bayushi rule the Scorpion Clan as warriots in battle and in the courts.

bushi. A samura warriot or soldier. Bushi are trained in the use of weapons and the ways of battle from their childhood.

champion. A position of great authority. Traditionally, the term champion applies to the victor of a promittent tournament, such as the Test of the Emerald Champion or the Test of the Jade Champion. It also applies to the daining of the Great Chan, who are often referred to as the Chan Champions.

Chuda This family of shugen; a led the Snake Clan, but were destroyed seven concurres ago by the Phoenix for their practice of maho.

chui. A military rank similar to a lieutenant. A chur command many gunso and the troops under their command. Chur téport directly to the taisa who command their divisions.

Daidoji A family of scouts, spies, and bodyguards that serve as the military arm of the Crane Clan.

daimyo: Any lord with samurat sweet to his service There are traditionally three levels of the daimyo position. Provincial daimyo govern a single province in the name of their can. Family daimyo rule over the affairs of a single family within their clan. Clair daimyo, also known as Clan Champions, are the ultimate gulers of their clans and are answerable only to the authority of the Emperor himself.

daisho. The daisho is the name given to the set of swords that are the symbol of status as a samural. It is treasunous and blasphemous for any but samural to wear the daisho, The daisho consists of the katana (long sword) and the wakizashi (short sword)

DoJi. A fam.ly of powerful courtiers that rule the Crane Clan.

doshin: The lowest level of law enforcement in Rokugau The doshin are the assistants to a youtk!, or a magistrate's deputy. Even heimin can serve as doshin if there are not suitable numbers of samurai in the area

eta the lowest social strata within Rokugan's society. The eta are those hinth that must handle dead flesh which is seen as a disgraceful and loathsome rask in the Empire This includes torturers leather workers, and those that handle the bodies of the dead. The eta are piried by the other classes because their work is so disgraceful that they have no chance of being reincarnated into a higher class. Only gazin are beneath the eta

Fuzake. A small family of shugenja in service to the Monkey Clan.



gaipin: Travelers from outside Rokugan. Gaifin are almost universally distructed and disaked throughout the Empire While a very few have found a niche with one of the Great Clans, most gaipin are turned away from the Empire or killed.

gempukku The coming-of-age ceremony that signifies the passage from childhood to adulthood. This is a very somber occasion when a young samural chooses his adult name and takes his place beside his brothers in defense of his clan. Some gempukku ceremonies have elaborate competitions to give the young men and women an opportunity to display the knowledge they have gained during their transing

gunso: A military rank similar to that of sergeant. A gunso can command up to 200 soldiers. Gunso report directly to

their commanding chui

Hanter The descendants of the first Emperor, the Hantei ruled the Empire for over a thousand

years Now, they are all but extinct

hatamoto The chief side and advisor to a deimyo. Hatamoto is a position of great respect and influence, as it means the daimyo has chosen them as their most trusted and capable assistant. The hatamoto is often left to run a daimyo's estate while the daimyo travels.

Heich: The ruling family of the Boar Clan, the Heichi warriors were wiped out by Agasha Rytches, creator of the dreaded

Anvil of Despan.

heimin; The peasant class of Rokugan, also known as "half-people" Farmer, artisan and merchant are all heimin roles, although some in the samurai caste and a ge in crafts or trade

Hida: A family of watriors who emphasize strength and endurance. The Hida rule the

Crab C.an.

Hiruma: A tamily of scouts who serve the Crab Clan.

hinin: The 'non-people' of Rokugan. Criminals entertainers, charlatans, gamblers, and geisha are all hinin. The craste a subset of the hinin class.

Hitomi: A recently founded family of dark warnors and monks that serve the Dragon Clan

hohei. A military suck similar to that of private. The hohei are the rank and file of the clan atmoss. They report to the nikutaf who commands their squadron.

Horiuchi: This tiny family of shugenja serves the Unicorn Clan.

to bittor The samurat of the Badger Clan,
the Ichiro are all but extituer They wander the
Empire aimlessly, desperately seeking a way to rebuild their
shattered clan

Ide: A jamily of courtiers and ambassadors that serve as the diplomats of the Unicota Clan.

Ikoma: Bards and historiums, the Ikoma family serves the Lion Clan.

Isawa: Unquestionably the most powerful shugenis in the Empire, the Isawa are led by the Council of Elemental Masters. The Isawa serve the Phoenix Clan

Inchi. The shagents of the Unicom Clan, the Inchi are experts on gai, at magic

Kaeru: A family of ronin merchants, the Kaero rule the

City of the Rich Frog, a prosperous city lying between the Unicom and Lion lands

Kain: A family of the Crab Clan who produce the greatest engineers in all of Rokugan.

Kamir The ten children of the Sun and Moon — Hida, Doja, Togashi, Altodo, Shiba, Bayushi, Shinjo, Hantei, Fu Leng, and Ryoshim.

kami. The spirits that exist in everything. These are the spirits that shugenja communicate with and convince to power their spells. Each kami is aligned with one of the four physical elements fire, earth, air, or warer.

kansen. The dark, evil spirits that exist in the Shadowlands. They are the spirits that power maho (blood magic)

Kasuga: Not a proper family, the Kasuga are a conglomeration of summat who rule the tiny and despised Tortoise Clan.

katana: The longer sword of the daishn and the primary weapon of every samural warner. The largue symbolizes both the status of the samural caste and the soul of the warner. Katana are handed down from generation to generation. Someone who touches a samurals blade without his permission faces than consequences indeed.

Kitsuki. A family of magistrates who perceive justice and investigation much differently than the rest of Rokugan The Kusuki serve the Dragon Clan.

Kitsune Cae of the oldest Minor Clan families, the Kitsune rule the Fox Clan. They are powerful shugenja with strong ties to Chikushudo, the Realm of Animal Spirits.

Kitsur A family of mysterious shugenja, the

Kirsu serve the Lion Clan with a brand of spirit magic no other family in Rokugan understands

Kunk A sinister family of shugenja who serve the Crab Clan.

maho: Blood magic. Maho draws upon the dark powers of Jigoku, and thus is inherently evil. Anyone caught practicing maho is minediately sentenced to death.

Matsu. Brash, aggressive werriors, the Massu family rules the Loon Clan.

mempo: An armored mask. Mempo are very common on the battlefield, and many members of the Scorpion Clan choose to use them at all times in place of a cloth mask.

Mempo are often decorated with images designed to frighten or intimidate a foe.

Mirumotor A family of warriors who emphasize the style of swordsmanship that uses both blades of the daisho. The Mirumoto serve the Dragon Clan

Miya: This family of heralds serves the Emperor directly Mochi: Formerly the samural of the Centipede Clan, the matriatchal Mochi lamily of shugenja bave become a house within the Mantis Clan.

Moto: This family of dark and determined warmon rules the Unscore Clan

nilrutai. A military rank very similar to a corporal. A single nilestai will have a squadron of hone; under his command and will report directly to a gunsa.



Ренинуудан -



Otomo: The Emperor's courtiers, the Otomo strive to keep conflict alive in Rokugan so that the Emperor never needs' fear another coup.

rikugunshokası A military rank sim ar to "general" A rikugunshokan commands an entire army and reports directly to his damyo

routh: aterally a "wave-man." A samurat who has lost of abandoned his family and clan affiliation, instead relying exclusively apon himself Ronin are looked down upon by the rest of the samurat class

seppulen The act of ritual suicide. Seppulen is a means for a samural to atone for failure or dishonor. Successful completion of the octomony removes the stain from

nonorable status, sosthumously.

Seppun. This family serves as the bodyguards and protectors of the Emperor

the samurai's name and returns him to

Shiba. The runng family of the Phoenix Clan, the Shiba are quiet and contemplative warriors and body guards.

Shingo: Formerly the ruling family of the Unicorn, the Shingo lost their place as fords for their treachery. Now, they seek to find their place within the clan and the Empire.

shireikan: A military rank similar to that of commander, A shireikan can command up to an entire task force or number of divisions. Shireikan report directly to the rikugunshokan, the general of the claus armies

Shosuro. Dark and enigmatic the Shosuro serve the Scorpion Clan as actors and assassins

shugenja. A samurai priest or spell caster Shugenja are the priests of the Rami, those rate samurai who have the ability to summon, communicate with and coerce the kami into doing their wil.

Soshi A mysterious family of the Scorpion Cian, the Soshi possess the secrets of shadow magic.

Suzume: Quiet and introspec rive the warriors of the Suzume family rule the Sparrow Clan.

tausa: Military rank similar to a captain. A raisa will have many chui and their units serving beneath Lina, and

reports directly to a shirefkan who commands the force in which the taisa serves

Tamori: A family of shugenja formed from the remnants of the Agasha family. The Tamori serve the Dragon Clan.

Togashi: A mysterious family that is more like an order of tattooed monks than a proper family. The logashi rule the Dragon Cian.

Ionbo: Children of the Dragon and Phoenix, the Tonbo family rules the Dragonfly Clan and serves as the emissaries of the Bragon Clan.

Toritaks: Formerly the samura: of the Falcon Clan, the ghost-nunting Toritaka were absorbed into the Crab Clan thurty-years ago

Toturi. The family name founded by the recently deceased Emperor Toturi I, the handful of Toturi in the Empire are mostly his children and their sworn followers.

Isuruch: Formerly the samural of the Wasp Clan, the peetless archers of the Isuruch, family have become a house within the Manus Clan.

Ujina. A family in service of the Hare Clan, the Ujina are skilled archers and hunters.

Using The founding family of the Hare Clan, the Usagi are swift warriors who boint mahotsukai wherever they are found

wakizashi: The short sword of a daisho, which symbolizes the honor of the samural who wields it. A samural who does not wield a wakizashi is likely to be looked upon with suspicion. Many shugenja who lacit martial training wield only a wakizashi as the symbol of both their honor and their status.

Yastıki A wily and cunning family of merchants. The Yasuki defected from the Crane Clan to the Crab Glan tenturies ago, but a Grane has recently been declared the Yasuki daimyo by an Imperial decree

Yogo: A family of shugenja that surve the Scorpion C.an. The Yogo are cursed, and many have fallen to maho over the centuries.

yojimba: A bedyguard Yojimbo are often assigned to valuable members of court shugenja with little combat training, merchants, or important members of the clan who might be the target of assassination attempts. Generally speaking, yojumbo are trained as bush. Bushi themselves rarely have yojimbo unless they are high-ranking members of the clan.

yoriki. The deputies of a magistrate. Yoriki are normally samural, but in anasos, circumstances it is not acheard of for peasants to fluths rote.

Yoritomo The railing family of the Mantis Clan. The Yoritomo family are warriors and sailors who prefer using peasant weapons to the

daisho of a samurai.

Yousu Established as a reward for saving the Emperor's son, the Youse are a family of romin who have risen to govern over the Yatoshin district of the Imperia. Capital Otosan Uchi.







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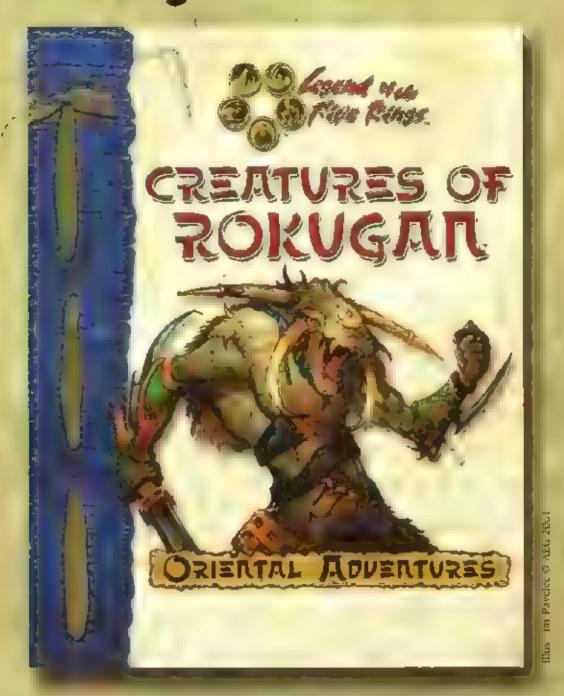
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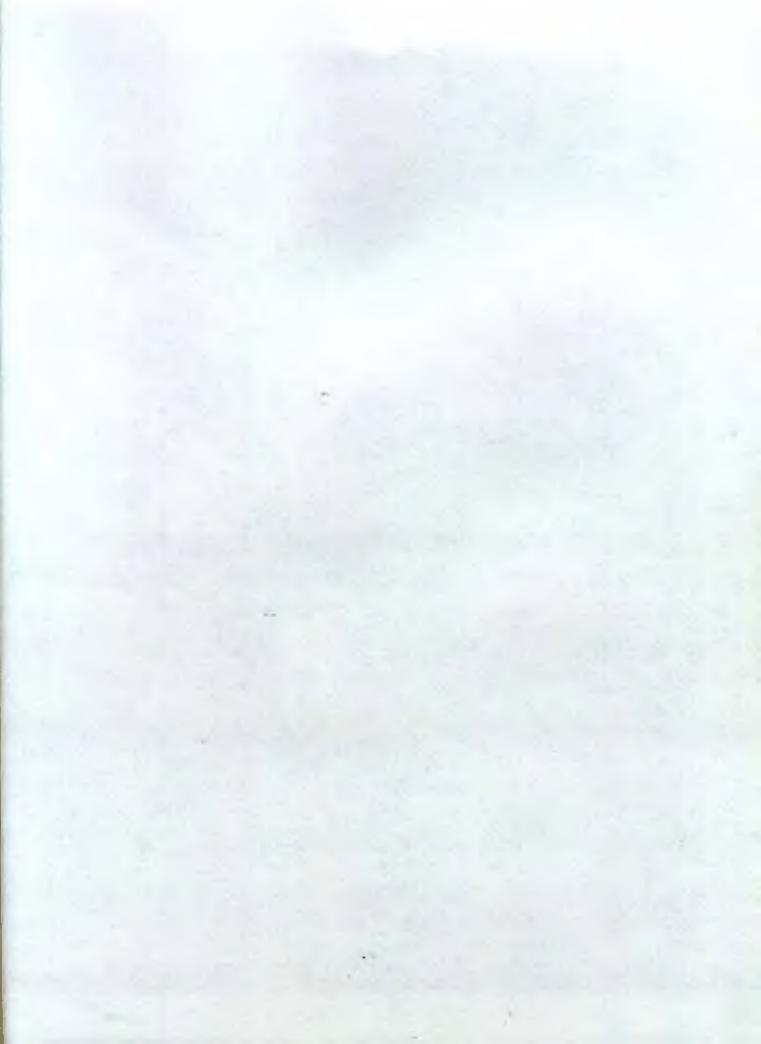




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Map of the Empire of Askrgan.
As supplied to the Divint Emperor Joans in the 26 Year of his scien.

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